IS THAT LEGAL? SHOCKING Wii FIT SECRETS REVEALED! P.66

GAMEPRO®

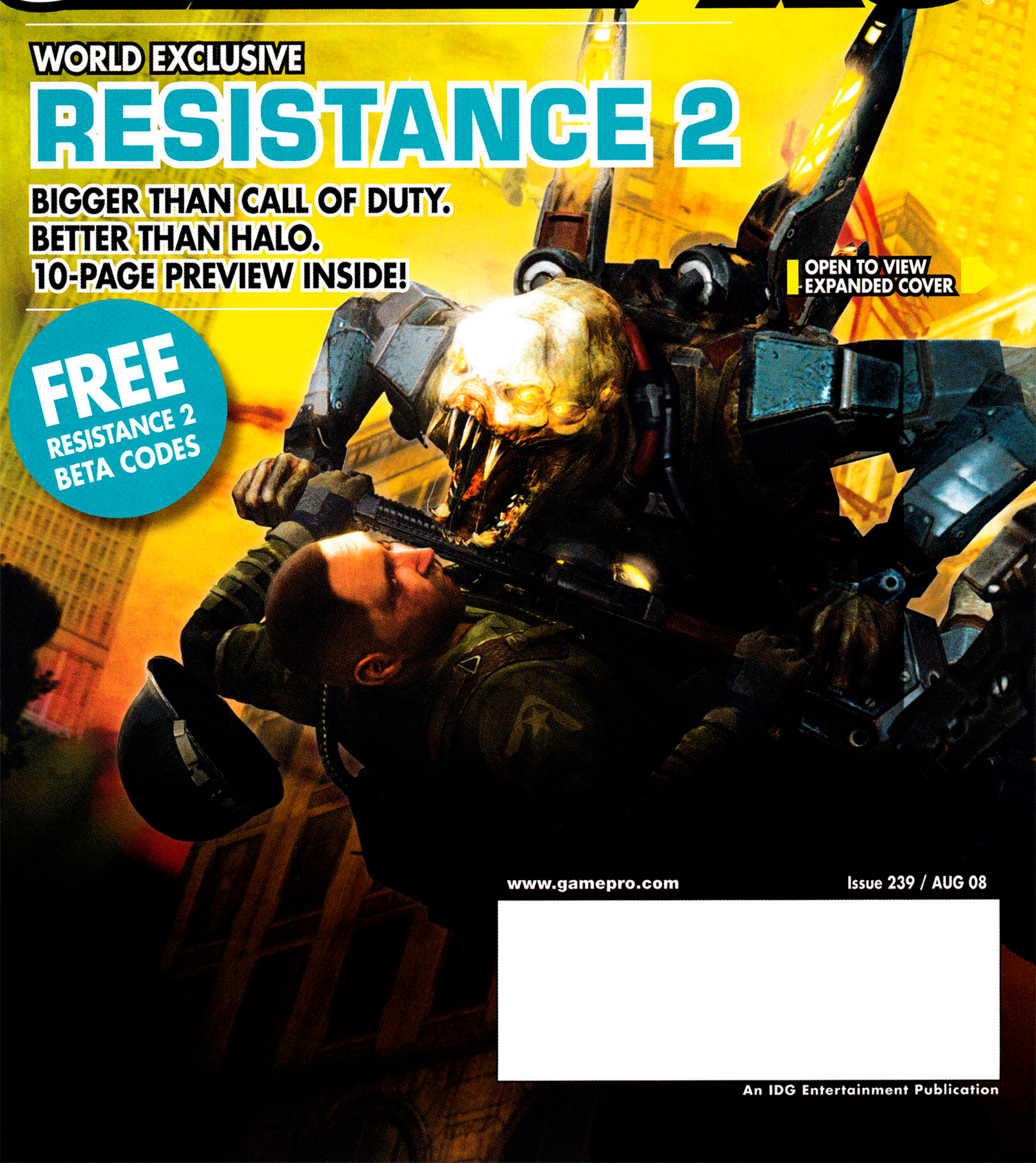
WORLD EXCLUSIVE

RESISTANCE 2

BIGGER THAN CALL OF DUTY.
BETTER THAN HALO.
10-PAGE PREVIEW INSIDE!

OPEN TO VIEW EXPANDED COVER

FREE RESISTANCE 2 BETA CODES



www.gamepro.com

Issue 239 / AUG 08

An IDG Entertainment Publication

HELP KEEP OUR NATION SAFE

JOIN THE ARMY

ARE YOU A MALE U.S. CITIZEN BETWEEN THE AGES OF 16 AND 35? READY TO TAKE ACTION BUT NOT SURE HOW? HAVE YOU ALWAYS WANTED TO BE A HERO? WELL, NOW IS YOUR CHANCE! ENLIST IN THE ARMY TODAY. YOU'LL TRAVEL THE GLOBE, SEE WONDROUS, EXOTIC LANDS AND PLAY A PART IN THE FUTURE OF TOP-SECRET MILITARY STRATEGIZING.

WITH THE THREAT OF THE EUROPEAN INFLUENZA LOOMING EVER CLOSER, AMERICA NEEDS STRONG, HEALTHY VOLUNTEERS TO REINFORCE OUR BORDERS, MAINTAIN THE PEACE AND REASSURE THE WORLD THAT WE ARE THE GREATEST NATION ON EARTH.

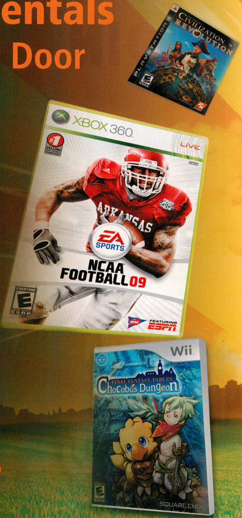
SO, WHAT ARE YOU WAITING FOR? SIGN UP NOW!

ENLIST TODAY

GETAWARJOB.COM

PAID FOR BY THE U.S. WAR DEPARTMENT

Video Game Rentals
Delivered to Your Door


PLAYSTATION 3
Civilization Revolution
XBOX 360
LIVE
ARKANSAS
EA SPORTS
NCAA FOOTBALL 09
FEATURING ESPN
Wii
Final Fantasy Fables
Chocobo's Dungeon
SQUARE ENIX

Over 5,000 titles

1 | Pick your games online

First Class Mail

2 | We rush them straight to you

NO Late Fees

3 | Play games as long as you want

Free Shipping

4 | Return games and get more from your list

Start now for just $8.95

www.gamefly.com/gamepro

© 2008 GameFly, Inc. GAMEFLY and the GF Logo are trademarks of GameFly, Inc. All other marks used under license by their respective owners. Unless you cancel your account, your credit card will be charged for the price of your game plan at the end of your free trial. You must be 18 years of age or older and reside inside the 50 United States to use the GameFly service.

PLAYSTATION 3 PlayStation 2 PSP PlayStation Portable XBOX 360

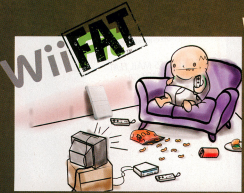
GF GAMEFLY®
PLAYSTATION 3
SOUL CALIBUR IV
RATING PENDING RP
XBOX 360
Operation Darkness
PlayStation 2
GUITAR HERO
AEROSMITH
OPEN HERE
GF
PO BOX 60018
CITY OF INDUSTRY, CA 91716-0018
FIRST-CLASS MAIL FLAT
PROCESS ON AFSM 100
1234567
GameFly, Inc.
PO BOX 5326
Culver City, CA 90231-53
XBOX
Wii
NINTENDO GAMECUBE
NINTENDO DS
GAME BOY ADVANCE

GAMEPRO

★ Features

MUST READ

48 **Resistance 2 is Irresistible**
We played it first! From the shattered streets of Chimera-occupied Chicago to the epic eight-player cooperative mode, *GamePro* gets unprecedented access to the biggest PlayStation 3 game of the year! Plus: New peeks at eight of the hottest games of 2008!



66 **The Cheater's Wii Fit Guide**
Looking to boost your score while keeping your Buddha belly? *GamePro*'s got you covered!

NO SPOILERS

70 **Metal Gear Solid 4: The No-Spoilers Guide**
GamePro senior spy Sid Shuman crept through enemy territory to deliver this top-secret Metal Gear Solid 4 survival guide...a guide that doesn't spoil the game's many secrets.

AUGUST 2008
ISSUE #239
GAMEPRO.COM

★ Departments

Opening Shots 6
Big List 85
Feedback 86
Spawn Point 15
Parting Shot 92

15 The 10 Commandments of God of War III
A discus weapon and Sixaxis support—see what else *must* be in Kratos's first PS3 adventure.

16 Shifting Gears
There's more to your favorite creatures from The Elder Scrolls than meets the eye.

18 The $1000 Living Room
Furnish your gaming and living space with hi-tech gear for less than a grand!

26 More Than Mario
Famed Nintendo designer Shigeru Miyamoto has more than Mario and Zelda on his track record. We list off his best games!

Sneak Previews 28

Dark Void (PS3, Xbox 360) 44
Gears of War 2 (Xbox 360) 28
Guitar Hero World Tour (PS3, Xbox 360, Wii, PS2) 42
Killzone 2 (PS3) 30
Legendary (PS3, Xbox 360) 36
Mario Super Sluggers (Wii) 38
Prince of Persia: Prodigy (PS3, Xbox 360) 34
Splatterhouse (PS3, Xbox 360) 46

Reviews 72

Battlefield: Bad Company (Xbox 360) 78
Boom Blox (Wii) 82
Dragon Ball Z: Burst Limit (PS3) 83
Final Fantasy IV (DS) 80
GRID (Xbox 360) 79
Haze (PS3) 77
Mass Effect (PC) 84
Ninja Gaiden II (Xbox 360) 74
Robert Ludlum's The Bourne Conspiracy (Xbox 360) 81
Sid Meier's Civilization Revolution (PS3) 76

Resistance 2 is Irresistible

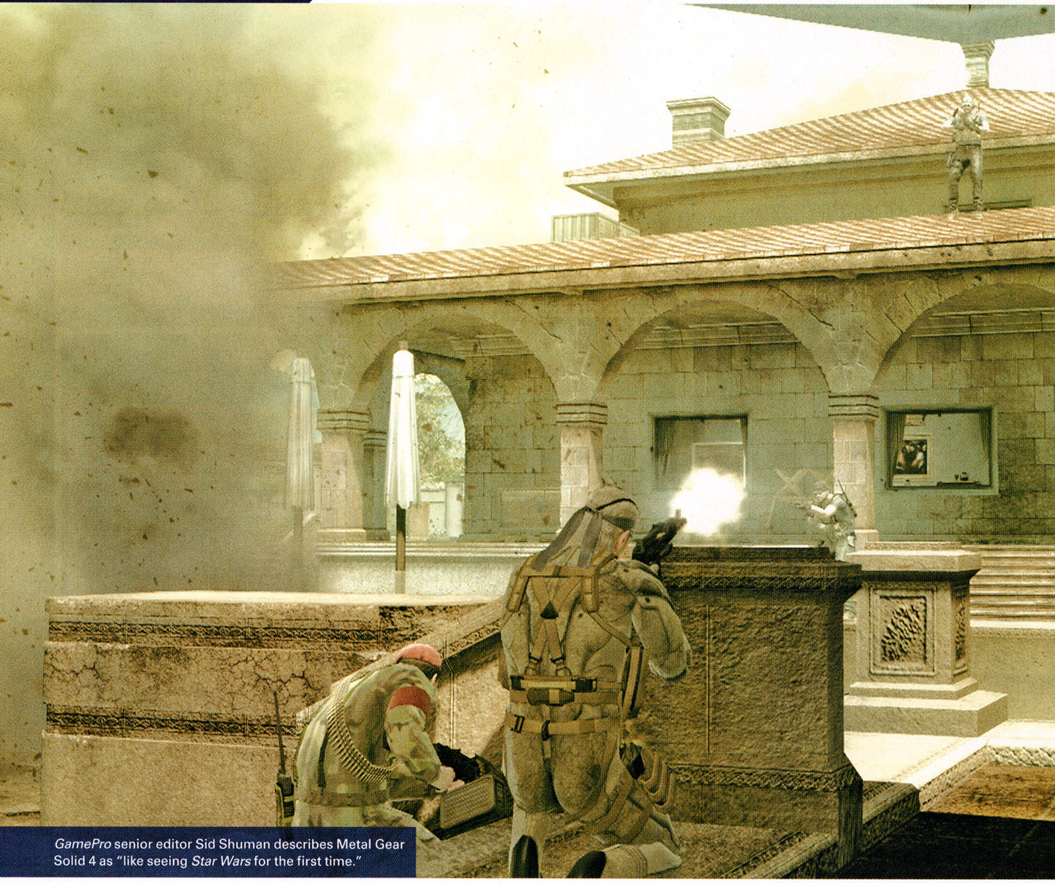
For a PlayStation 3 launch game, Resistance: Fall of Man was damned satisfying. This fast-paced shooter lacked glitzy graphics, but its exotic weapons and intense multiplayer modes made it the biggest-selling PS3 game worldwide, as well as one of the most inventive shooters I've played since the original Halo.

Now Insomniac Games is back to settle the score with Resistance 2, and this month, *GamePro* has the details you need to know. We visited Insomniac in their Burbank offices, and I've never talked with a nicer, more enthusiastic group of folks. One thing is clear: *Insomniac is super-pumped about Resistance 2.* They've split their development team into three chunks so each can focus on one important element of the Resistance 2 experience. In this case, that would be the game's three play modes: single-player campaign, eight-player cooperative, and 60-player competitive play. Each team leader bombarded us with details and observations, and their enthusiasm was infectious. These guys are clearly excited. And after playing Resistance 2, we are, too.

From what I saw and played behind closed doors, Resistance 2 will be the biggest game of the year—literally. The size and scope of certain levels is *huge*: think Halo with 10 times the detail. But as large as the environments are, some of the enemies are even bigger (see what I'm talking about on page 48). Overall, I was most surprised by Resistance 2's incredibly addictive eight-player cooperative play mode, which blends action-RPG and first-person shooter gameplay into an endlessly replayable series of randomized battles. It was fast, furious, and fun; in other words, it was pure Resistance.

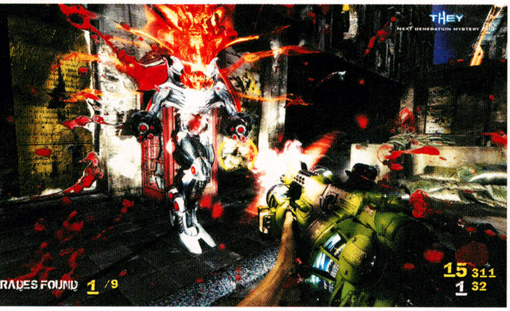
Sid Shuman
Senior Editor

P.S. Keep your web browsers tuned to GamePro.com (like you don't already). Something big is brewing, and while I can't spoil the secrets just yet, I think the end result will have everybody talking.

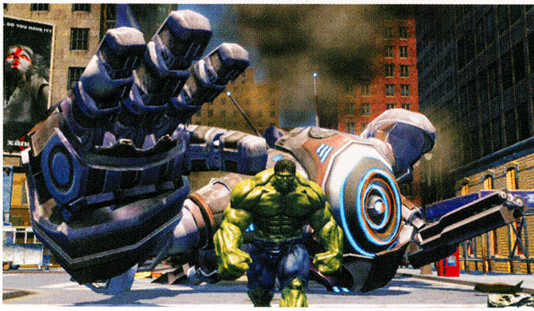


GamePro senior editor Sid Shuman describes Metal Gear Solid 4 as "like seeing *Star Wars* for the first time."

METAL GEAR SOLID 4: GUNS OF THE PATRIOTS PS3


THEY
NEXT GENERATION MYSTERY
RADES FOUND 1 /9
15 311
1 32

THEY PS3, XBOX 360, PC



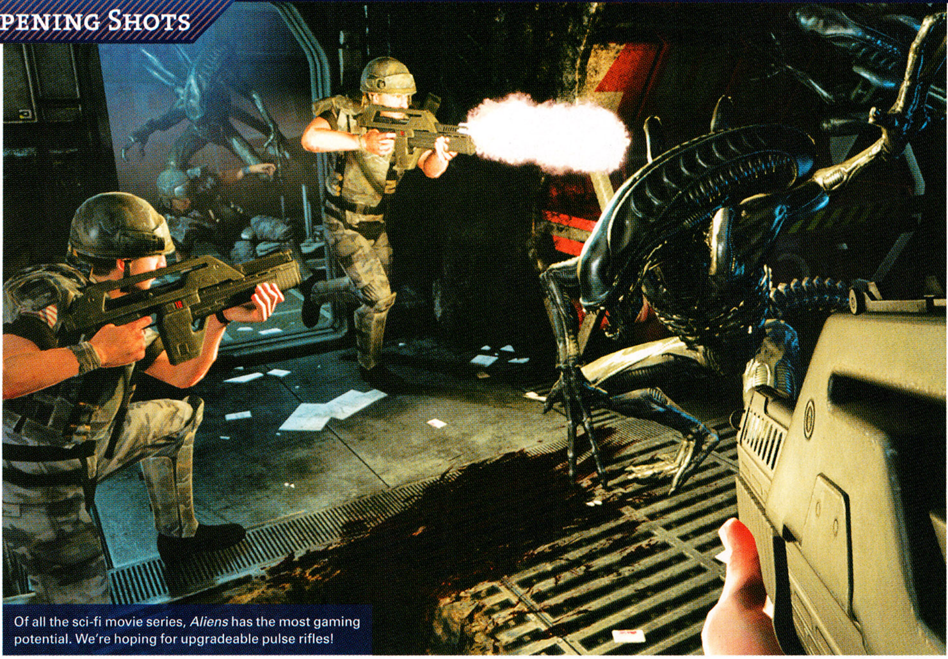
THE INCREDIBLE HULK PS3, XBOX 360, Wii, PS2, DS, PC

Mafia 2 PS3, Xbox 360, PC

Soulcalibur IV PS3, Xbox 360

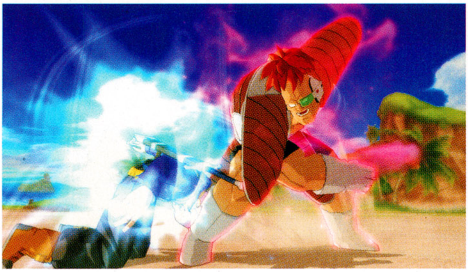
Robert Ludlum's The Bourne Conspiracy PS3, Xbox 360

Saints Row 2 PS3, Xbox 360, PC

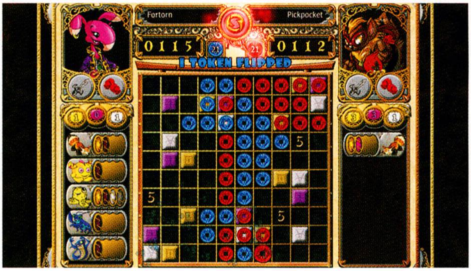


Of all the sci-fi movie series, *Aliens* has the most gaming potential. We're hoping for upgradeable pulse rifles!

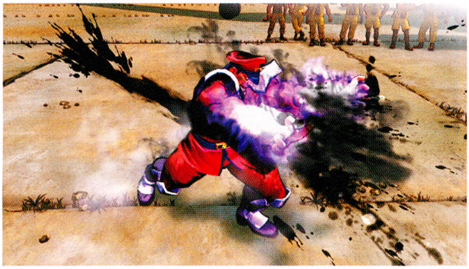
ALIENS: COLONIAL MARINES PS3, Xbox 360, PC



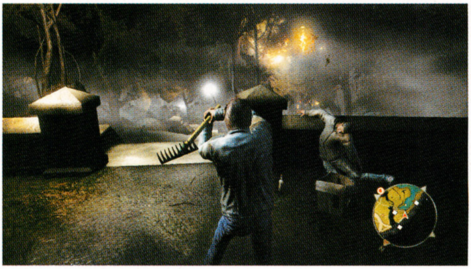
DRAGON BALL Z: BURST LIMIT PS3, Xbox 360


Fortorn
Pickpocket
0115
21
21
0112
1 TOKEN FLIPPED
5
5
5

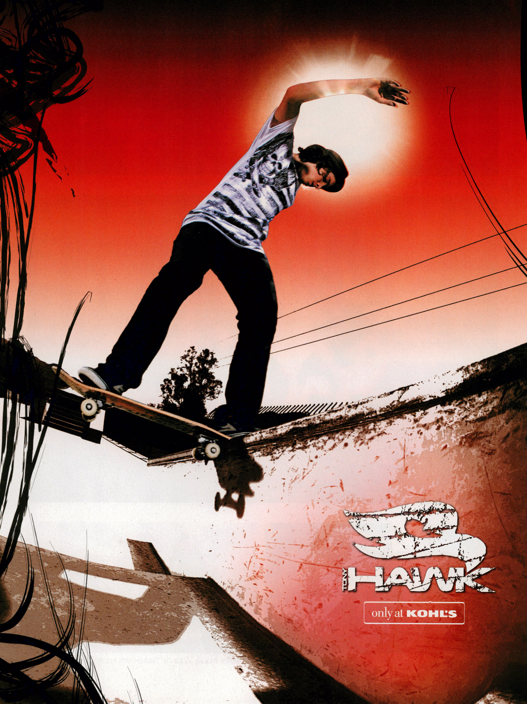
NEOPETS PUZZLE ADVENTURE Wii, DS, PC

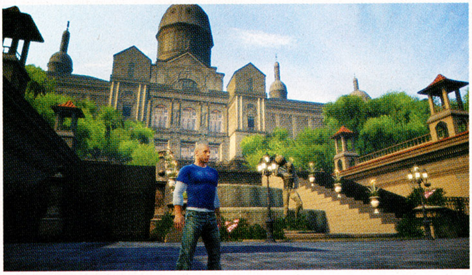


STREET FIGHTER IV PS3, Xbox 360, PC

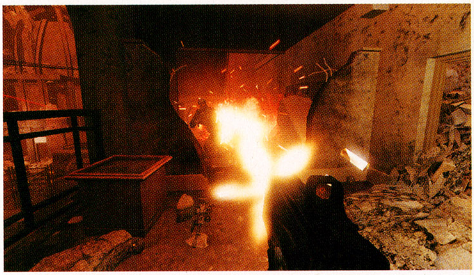


ALONE IN THE DARK PS3, Xbox 360, Wii, PS2, PC

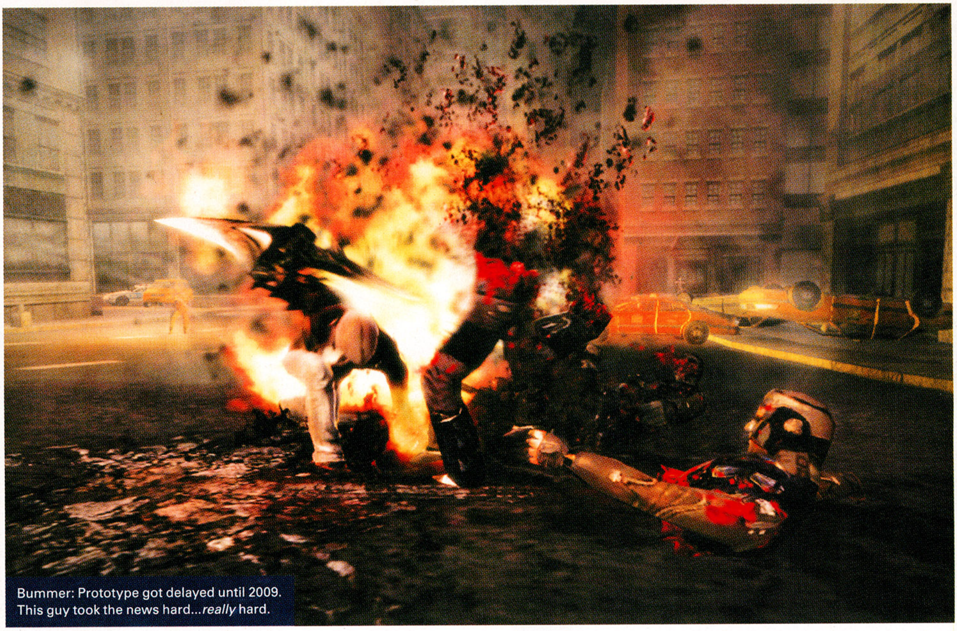

TONY HAWK
only at KOHL'S



THE WHEELMAN PS3, Xbox 360, PC

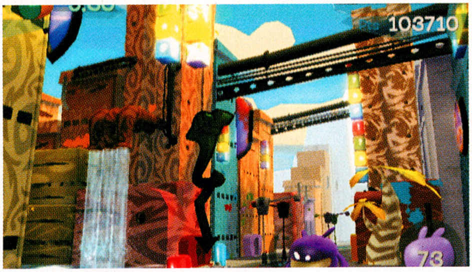


PROJECT ORIGIN PS3, Xbox 360, PC

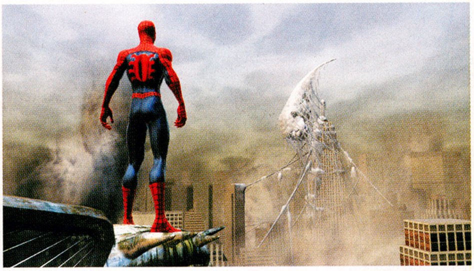


Bummer: Prototype got delayed until 2009. This guy took the news hard...*really* hard.

PROTOTYPE PS3, Xbox 360, PC



DE BLOB Wii, DS



SPIDER MAN: WEB OF SHADOWS PS3, Xbox 360, Wii, PS2, PSP, DS

ARE YOU UP TO THE CHALLENGE?

9 out of 10 - Official Xbox Magazine, June 2008

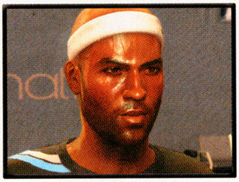
2K SPORTS

TOPSPIN 3

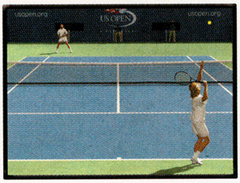
2K SPORTS

IN STORES JUNE 2008

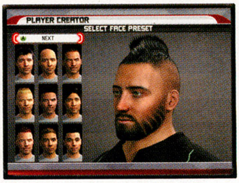
Easy to "Pick Up & Play" - Simple controls provide players with incredibly exciting, action-packed fun right from the start!



Evolutionary Visuals™ - Watch in real time as your players get progressively hotter, sweatier, and dirtier while competing at breathtaking venues.



Classic Legendary Players - For the 1st time ever play as your favorite pros from the past including Björn Borg, Boris Becker, and Monica Seles.



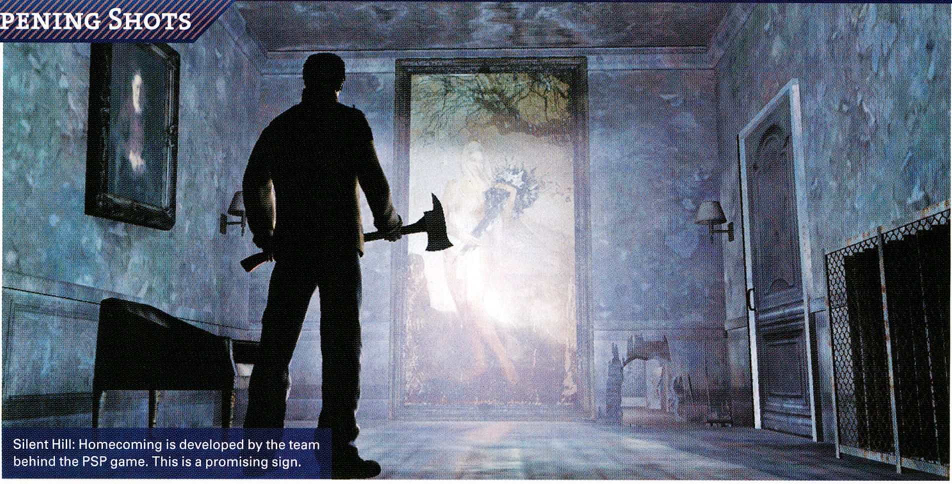
Unrivalled Player Creator - Create a player and make it your own with custom swing animations, a NEW free-form sculpting tool, and much more!

www.topspin3thegame.com

EVERYONE E CONTENT RATED BY ESRB

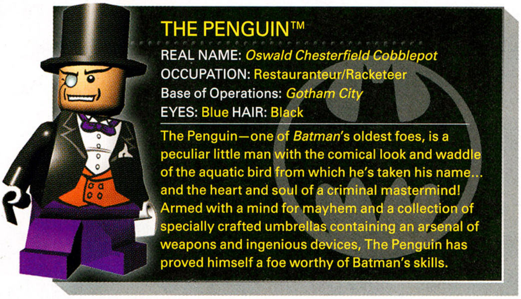
PLAYSTATION 3 XBOX 360 LIVE Wii NINTENDO DS

© 2008 Take-Two Interactive Software and its subsidiaries. All rights reserved. Top Spin, Top Spin 3, 2K Sports, the 2K Sports Logo and Take –Two Interactive Software are all trademarks and/or registered trademarks of Take Two Interactive Software. All rights reserved. "PlayStation", "PLAYSTATION" and "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox, Xbox 360, Xbox LIVE, and the Xbox logos are trademarks of the Microsoft group of companies and are used under license from Microsoft. Wii and Nintendo DS are trademarks of Nintendo. © 2006 Nintendo. The ratings icon is a registered trademark of the Entertainment Software Association.



Silent Hill: Homecoming is developed by the team behind the PSP game. This is a promising sign.

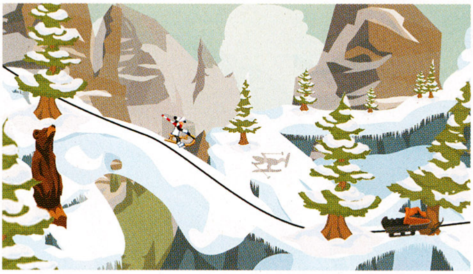
SILENT HILL: HOMECOMING PS3, Xbox 360



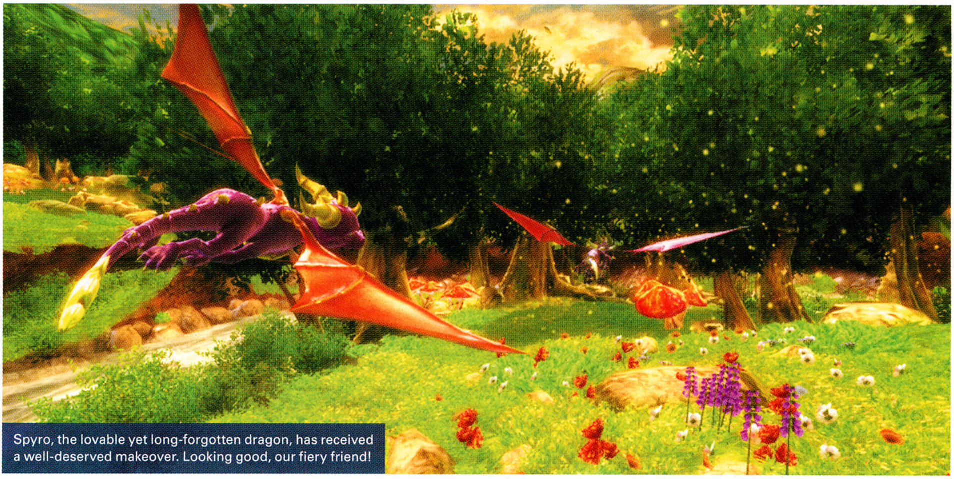
THE PENGUIN™

REAL NAME: *Oswald Chesterfield Cobblepot*
OCCUPATION: Restauranteur/Racketeer
Base of Operations: *Gotham City*
EYES: Blue HAIR: Black

The Penguin—one of *Batman*'s oldest foes, is a peculiar little man with the comical look and waddle of the aquatic bird from which he's taken his name... and the heart and soul of a criminal mastermind! Armed with a mind for mayhem and a collection of specially crafted umbrellas containing an arsenal of weapons and ingenious devices, The Penguin has proved himself a foe worthy of Batman's skills.



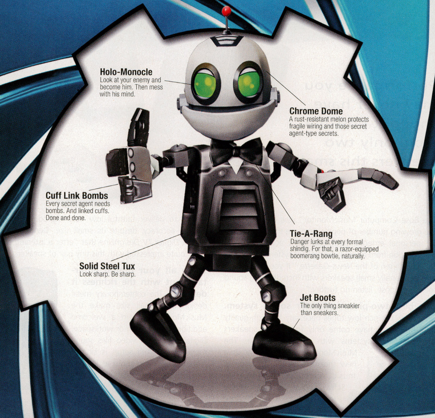
LINE RIDER 2: UNBOUND Wii, DS, PC



Spyro, the lovable yet long-forgotten dragon, has received a well-deserved makeover. Looking good, our fiery friend!

THE LEGEND OF SPYRO: DAWN OF THE DRAGON PS3, Xbox 360, Wii, PS2, DS

THIS TIME THE SECRET AGENT *IS* THE GADGET.


Holo-Monocle
Look at your enemy and become him. Then mess with his mind.
Chrome Dome
A rust-resistant melon protects fragile wiring and those secret agent-type secrets.
Cuff Link Bombs
Every secret agent needs bombs. And linked cuffs. Done and done.
Tie-A-Rang
Danger lurks at every formal shindig. For that, a razor-equipped boomerang bowtie, naturally.
Solid Steel Tux
Look sharp. Be sharp.
Jet Boots
The only thing sneakier than sneakers.

SECRET AGENT CLANK™

EVERYONE 10+
E 10+
CONTENT RATED BY ESRB

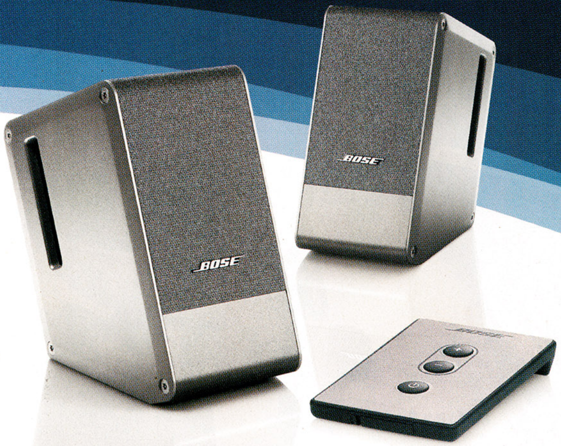
Animated Blood
Crude Humor
Fantasy Violence
Mild Suggestive Themes
Tobacco Reference

ONLY ON PSP
PlayStation Portable

When the most difficult, secret and dangerous missions in the galaxy need to be solved, there's only one robot to turn to: Secret Agent Clank. Ratchet has been wrongfully jailed and it's up to you to free him and clear his name. Embark on a top-secret intergalactic rescue mission, using state-of-the-art gadgets to overcome challenges in stealth, puzzle-solving and hand-to-hand combat. You'll need to use everything you've got. Literally.

Secret Agent Clank is a trademark of Sony Computer Entertainment America Inc. Developed by High Impact Games. ©2008 Sony Computer Entertainment America Inc. "PlayStation," "PS" Family logo and "PSP" are registered trademarks of Sony Computer Entertainment Inc.

Introducing the NEW
Bose® Computer MusicMonitor™



Performance you may never have thought possible from only two speakers this small.

The Bose Computer MusicMonitor™ was developed for the growing number of people who use their computers for personal entertainment, and want accurate sound reproduction from a small and elegant system. According to Rich Warren of the *News-Gazette,* "If you want a pair of exceptionally small speakers with incredibly big sound for any purpose, listen no further."

Our best two-piece computer sound system. Until now, the rich low tones necessary for high-quality desktop sound have come only from large speakers or three-piece systems with a bass module. The MusicMonitor™ establishes for us a new threshold in the accuracy of music reproduction. As Arlen Schweiger of *Electronic House* reports, "The folks at Bose really know how to shrink a product while maintaining a big sound." It is the first time we have been able to produce sound quality like this with only two such small enclosures containing all the electronics and speakers.

Proprietary Bose technologies. The unexpected sound quality is made possible through a combination of unique Bose technologies, including our dual internal opposing passive radiators. This invention allows the system to deliver faithful low note reproduction and musical accuracy, despite its small size. Dennis Barker says in *Digital TV DesignLine* that "after a listening test, I was quite impressed with this tiny pair of speakers."

FREE Carrying Case when you order by Aug. 31, 2008.

Enjoy all your digital entertainment with the richness it deserves. The contemporary metal design and small size make the MusicMonitor™ system a welcome addition to your desk or workspace. Digital music and video files sound more lifelike. And setup is simple. It should take you about as long to connect this system as it takes to remove it from the box.

Listen risk free for 30 days. The best way to judge the performance of any sound system is in the unique acoustics of the environment where you'll use it. That's why we invite you to try the MusicMonitor™ risk free for 30 days. Order now and you'll even receive a free Carrying Case – a $59 value. Ask about using your own major credit card to make **12 easy payments,** with no interest charges from Bose.* Then listen, and discover why Bose is the most respected name in sound.

1-800-407-2673, ext. CH267 | www.Bose.com/CMM

BOSE®
Better sound through research®

---

*Bose payment plan available on orders of $299-$1500 paid by major credit card. Separate financing options may be available for select products. See website for details. Down payment is 1/12 the product price plus applicable tax and shipping charges, charged when your order is shipped. Then, your credit card will be billed for 11 equal monthly installments beginning approximately one month from the date your order is shipped, with 0% APR and no interest charges from Bose. Credit card rules and interest may apply. U.S. residents only. Limit one active financing program per customer. ©2008 Bose Corporation. Patent rights issued and/or pending. Financing and free Carrying Case offer not to be combined with other offers or applied to previous purchases, and subject to change without notice. If the system is returned, the case must be returned for a full refund. Offer is limited to purchases made from Bose and participating authorized dealers. Offer valid 7/1/08-8/31/08. Risk free refers to 30-day trial only and does not include return shipping. Delivery is subject to product availability. Quotes reprinted with permission.

SPAWN POINT

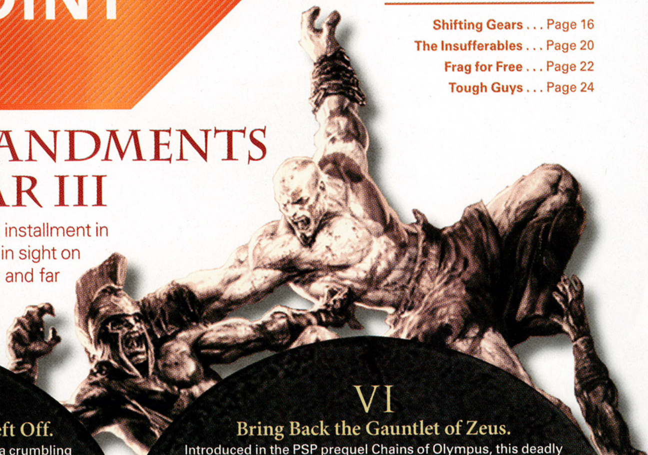
GAMES. GOSSIP. GEAR.

INSIDE SPAWN POINT

Shifting Gears . . . Page 16
The Insufferables . . . Page 20
Frag for Free . . . Page 22
Tough Guys . . . Page 24

THE 10 COMMANDMENTS OF GOD OF WAR III

We've got God of War on the brain. The third installment in gaming's best game of brutal beat-downs is in sight on the PlayStation 3. And with firm details few and far between, here's what we want, nay, *need* in Kratos's next adventure.



I

Continue Where God of War II Left Off.

At the conclusion of God of War II, Kratos storms a crumbling Mt. Olympus with a mob of gigantic Titan allies, hellbent on slaying Zeus and the rest of the Greek gods. A truly great God of War III would pick up right here, butchering lesser gods early so we can move on to bigger and better things...like squashing the all-powerful Zeus and his brothers, Poseidon and Hades.

II

Begin With Another Amazing First Level.

The God of War games never wait until late in the game to bring out the big guns, and often serve up the most memorable moments within the first hour or two. As the first God of War game to land on the PlayStation 3, we're hoping for an impossibly grandiose first level in God of War III.

III

Duel the Hecatonchires.

The offspring of Gaia (Earth) and Uranus (Sky), these obscure mythological beasts were truly monstrous, "each of them having 100 hands and 50 heads." They're reputed to be stronger and tougher than even the brutish Titans...in fact, they were partly responsible for overthrowing the Titans in the first place. A beast with 50 heads and a 100 hands would make a truly formidable foe for Kratos (and provide a real eyeful on the PS3). Talk about an epic battle—just think of the dismemberment and decapitation possibilities...

IV

Implement a Discus Weapon.

For better or worse, God of War's projectile weapons have always been on the simple side. The magic bow and arrow (Typhon's Bane) and a generic magical blast (Light of Dawn) work pretty much the same, and are only effective as support-level weapons. A blessed discus could be a truly devastating weapon, though. There's historical basis, too, because the discus has its roots in ancient Greece and was an event in the first Olympic Games in 776 B.C.

V

End the Gods.

God of War creator David Jaffe has hinted at some major story line developments in God of War III, once famously saying that the God of War [series] ultimately will explain why there are no more Greek myths. What could be more epic than the final, total destruction of the Greek gods?

VI

Bring Back the Gauntlet of Zeus.

Introduced in the PSP prequel Chains of Olympus, this deadly weapon is the ultimate close-quarters killing machine and quite possibly the best weapon ever introduced in the series (aside from those iconic Blades of Chaos). Faster and sleeker than the clumsy Barbarian Hammer, this brutal melee weapon would be the perfect weapon to smash the grin off Zeus's face.

VII

Run in Full High-definition.

The PS3 is the only current game console that can (technically) output a full 1920 x 1080 progressive-scan signal. Unfortunately, only a handful of games have capitalized on this feature. Seeing a true 1080p signal on a native 1080p HDTV is awe-inspiring, making it a perfect feature for those jaw-dropping moments in God of War III.

VIII

Build Bigger, Better Challenge Modes.

The God of War games have all included bonus "Challenge of..." modes that have drawn a mixed reaction from gamers. These Challenge rounds tend to have rather boring goals ("kill four minotaurs, but none of the undead soldiers!") and are often too hard, with too little payoff, to be truly enjoyable and replayable. In God of War III, we'd rather see a boss battle mode, à la Shadow of the Colossus, where you try to quickly and efficiently beat game bosses in exchange for red orbs and new items.

IX

Use Sixaxis Motion Controls.

The PS3's motion-sensing Sixaxis controller gets a bad rap. Used as a main control scheme, it can be awful (see Lair). But used in small doses, Sixaxis can be a fun little extra—Resistance: Fall of Man lets you shake the controller to douse flames. The Sixaxis might make sense as a way to control a discus-style weapon (see above) in mid-flight, chopping off heads and limbs as it tears through the room in slo-mo.

X

Kill Off Kratos.

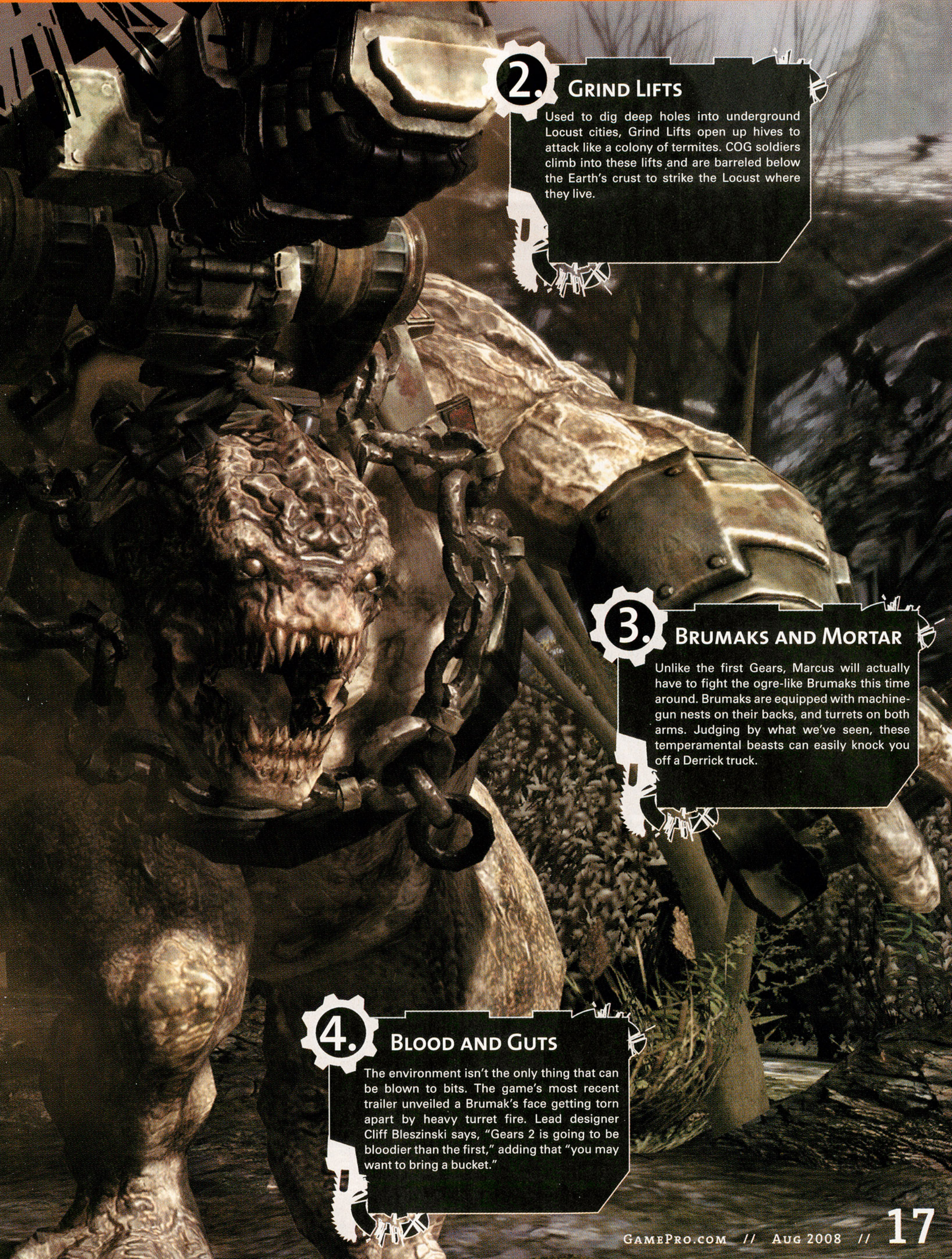
Kratos is a Spartan warrior, tormented soul, pawn to Zeus, and a slave to the memories of his past atrocities, including the murder of his own wife and daughter. For Kratos, death would serve as a victory, a kind of ultimate release. We really hope that he gets what's coming to him.

Shifting GEARS

Gears of War 2 is the ultimate hotness. With the game set to launch this holiday season, Marcus, Dominic, and the rest of the Gears crew are ramping up to chainsaw more Locust on the Xbox 360. And as you can see, it's all looking spectacular. Here are four new features that leave you begging for an early Christmas.

1. DERRICK TRUCKS

A new and very important vehicle in Gears of War 2. We don't think Marcus Fenix can drive these behemoths, but there are plenty of operable turrets on the top deck. Derrick trucks are used to tow Grind Lifts into Locust occupied cities, meaning there should be plenty to intercept along the way.



2. GRIND LIFTS

Used to dig deep holes into underground Locust cities, Grind Lifts open up hives to attack like a colony of termites. COG soldiers climb into these lifts and are barreled below the Earth's crust to strike the Locust where they live.

3. BRUMAKS AND MORTAR

Unlike the first Gears, Marcus will actually have to fight the ogre-like Brumaks this time around. Brumaks are equipped with machine-gun nests on their backs, and turrets on both arms. Judging by what we've seen, these temperamental beasts can easily knock you off a Derrick truck.

4. BLOOD AND GUTS

The environment isn't the only thing that can be blown to bits. The game's most recent trailer unveiled a Brumak's face getting torn apart by heavy turret fire. Lead designer Cliff Bleszinski says, "Gears 2 is going to be bloodier than the first," adding that "you may want to bring a bucket."

The $1000 Living Room

Think you can't build a bitchin' game room on the cheap? Think again! With HDTV and console prices sliding, now's the time to get your money's worth. Here's how far you can get with a measly grand. **By Chris Morell**

$350.00
$29.99
+ $79.99
$459.98

$179.99
$88.88
+ $267.99
$536.86

$459.98
+ $536.68
$996.84

$996.84 Total

Olevia 23" LCD HDTV

($350; Amazon.com; model 323v)

The center of your entertainment system doesn't have to break your bank. This 23" HDTV supports 720p and 1080i resolutions and has HDMI and VGA inputs for making your 360 games look snappy.

Ikea Orgel Vreten Floor Lamp

($29.99; Ikea.com)

Energy-saving and easy on the eyes, this Ikea floor lamp is cheap and efficient...great for seeing what you're eating in between loading screens.

Sony Wireless Surround Headphones

($79.99; sonystyle.com; model MDR-RF970RK)

Forget the wires, spare the neighbors. These virtual surround, deep bass headphones from Sony will pump out incredibly intimate audio—perfect for ambient games. And for under a bill, it's chump change compared even to an average 5.1 system.

West Elm Beanbag Coffee Table

($179.99; westelm.com)

Wood coffee tables are so 2007. This stylish bean-bag table makes a nice counterpart to a low sofa and doubles as a handy footrest.

Mac at Home Sleeper Sofa

($88.88; walmart.com)

Comfortable and modern, this inexpensive sofa is a good place to park it for extended GTAIV sessions. Bonus: it folds out into a bed for cutscene-induced dozing.

Xbox 360 Core Arcade Bundle

($267.99; Amazon.com)

Build your gaming experience around the Xbox 360 and you also get an upsampling DVD player and a digital media streamer when paired with a Windows XP- or Vista-based PC. Plus, Gears of War 2 is looking drool-worthy.

SHONEN JUMP
NARUTO
ULTIMATE NINJA
HEROES 2
EXCLUSIVELY FOR THE PSP® system!
Join the New Era of Hand Held Fighting Now!
THE PHANTOM FORTRESS™

New Jutsu! New Secret Technique!
New Characters! New gameplay variety!

Battle Room
Next
Scroll
Stage summoned.

Explore the Phantom Fortress full of
mysterious plots and adventure!

Third Hokage

Build your ninja dream team to engage
in wireless ad hoc battle!

The Premier NARUTO Fighter takes on a massive, uncharted adventure!

TEEN
T
CONTENT RATED BY ESRB
Cartoon Violence
Crude Humor
Mild Suggestive Themes
Simulated Gambling

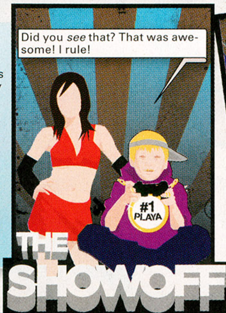
PlayStation Portable

http://narutoheroes2.namcobandaigames.com

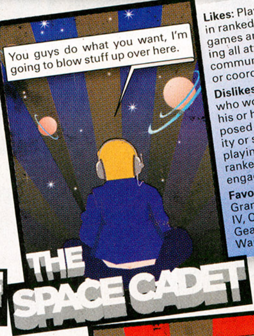
Ultimate Ninja Heroes 2 software © 2006-2008 NAMCO BANDAI Games Inc. All Rights Reserved. NARUTO artwork and elements © 2002 MASASHI KISHIMOTO. All Rights Reserved. "PlayStation", the "PS" Family logo, and "PSP" are registered trademarks of Sony Computer Entertainment Inc. Memory Stick Duo™ may be required (sold separately). The ratings icon is a trademark of the Entertainment Software Association. All other trademarks belong to their respective owners.

THE INSUFFERABLES

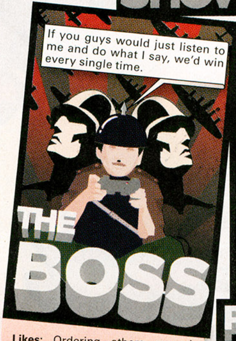
You run into all kinds of people when you choose to take your gaming skills online, and putting up with some of them should unlock an Achievement. Which of these common archetypes have you encountered? **By Cameron Lewis**


Did you *see* that? That was awesome! I rule!
#1 PLAYA
THE SHOWOFF

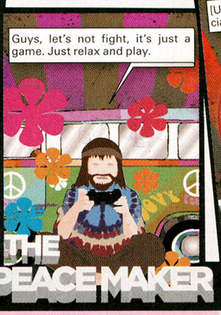
Likes: Racking up stylish head shots and multiple kill explosions while ceaselessly bragging.
Dislikes: Being told that maybe that head shot wasn't spectacular enough to rip a hole in spacetime.
Favorite Games: Halo 3, Unreal Tournament III, The Club, Call of Duty 4


You guys do what you want, I'm going to blow stuff up over here.
THE SPACE CADET

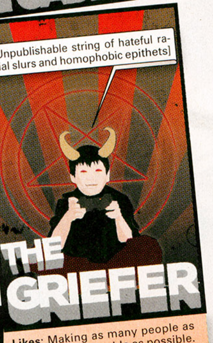
Likes: Playing in ranked team games and ignoring all attempts at communication or coordination.
Dislikes: Anyone who would stifle his or her supposed creativity or suggest playing in unranked non-team engagements.
Favorite Games: Grand Theft Auto IV, Crackdown, Gears of War, Warhawk


If you guys would just listen to me and do what I say, we'd win every single time.
THE BOSS

Likes: Ordering others around according to detailed plans that can't possibly go wrong...unless you screw them up.
Dislikes: The element of chance, and anyone who doesn't blindly follow every order.
Favorite Games: World of Warcraft, Frontlines: Fuel of War, Team Fortress 2, Rainbow Six Vegas 2


Guys, let's not fight, it's just a game. Just relax and play.
THE PEACEMAKER

Likes: Using diplomacy and limp humor to ineffectually defuse heated wars of words.
Dislikes: Fighting in the lobby, or resorting to banning and player reporting.
Favorite Games: Call of Duty 4, Halo 3, Rainbow Six Vegas 2, Catan


[Unpublishable string of hateful racial slurs and homophobic epithets]
THE GRIEFER

Likes: Making as many people as possible as miserable as possible.
Dislikes: Those out of whom he or she can't get a sufficiently venomous response.
Favorite Games: Call of Duty 4, Grand Theft Auto IV, Team Fortress 2, Halo 3

SUCKS OR RULES

Changing the world, one insult at a time

SUCKS

Death of the Demo. We know it's a huge technical challenge to create downloadable demos of huge open worlds like Fallout 3 and Fable 2, but we wish developers would get creative instead of simply slamming the door on the concept. **SUCKS**

Electronic Arts. EA saddled the PC edition of Mass Effect with DRM that would've needed to contact a server every 10 days to continue working, and only the outcry of angry gamers caused a last-minute reversal. The performance-draining base-level SecuROM system remains. **SUCKS**

Mortal Kombat vs. DC Universe. Look, we understand that DC probably doesn't want to see their license used to depict Batman's violently extracted spine, but what kind of Mortal Kombat game does away with the series' signature fatalities entirely? **SUCKS**

RULES

Guitar Hero World Tour. For the latest sequel, players will actually use those plastic simulated instruments to create their own music. Vocals are out of the question, but new tracks can be uploaded with custom album art for other players to grab. **RULES**

PS3 Video Service. According to anonymous executives, Sony's working on a video service to distribute movies and TV shows through the PS3 store, which could put the console on level footing with the Xbox 360's current rental offerings. **RULES**

Splatterhouse Redux. More than 18 years after the TurboGrafx-16 original brought cartoon gore home, Namco Bandai's working on a remake for the PS3 and Xbox 360. Here's hoping that diseased dude with the bag over his head and a pair of chainsaws makes an appearance. **RULES**

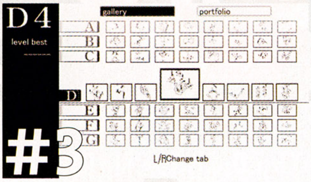
What's **your** opinion?
Vote for yourself on SucksorRules.com

GAMES TO DIE FOR

Our current obsessions

Mario Kart Wii (Wii)
Beautiful visuals, smooth controls, and competitive gameplay make this one couch racer everyone should play. But ditch the wheel—you'll thank us.

The World Ends With You (DS)
Square Enix has delivered another excellent RPG for Nintendo's handheld, giving you one more reason to "accidentally" miss your bus or train stop on the way to work.


#3
D4
level best
gallery
portfolio
A
B
C
D
E
F
G
L/R Change tab

Echochrome (PS3, PSP)
The presentation might be pure no-frills sterility, but wrapping your brain around a world where perspective is everything makes for some extraordinarily satisfying puzzle-solving.

TIME OF DEATH: 13:04:03
TIME OF DEATH: 13:04:04
TIME OF DEATH: 13:04:07
TIME OF DEATH: 13:04:05
TIME OF DEATH: 13:04:10
TIME OF DEATH: 13:04:06
TIME OF DEATH: 13:04:11
TIME OF DEATH: 13:04:08
TIME OF DEATH: 13:04:12
TIME OF DEATH: 13:04:13
TIME OF DEATH: 13:04:15
TIME OF DEATH: 13:04:16
TIME OF DEATH: 13:04:14
TIME OF DEATH: 13:04:17
TIME OF DEATH: 13:04:27
DEATH: 13:04:19
TIME OF DE
TIME OF DEATH: 13:04:20
TIME OF DEATH: 13:04:25
TIME OF DEATH: 13:04:26
13:04:21
TIME OF DEATH: 13:04:24
TIME OF DEATH: 13:04:23
TIME OF DEATH: 13:04:22
BE CAREFUL WHEN YOU FIGHT THE MONSTERS, LEST YOU BECOME ONE.
-FRIEDRICH NIETZSCHE
TOO HUMAN
TEEN
T
Blood
Language
Mild Suggestive Themes
Violence
ESRB CONTENT RATING
www.esrb.org
Microsoft game studios
SILICON KNIGHTS
Jump in.
XBOX 360 LIVE

Too Human is a trademark of Silicon Knights, Inc., with registrations pending around the world. All rights reserved. © 2008 Microsoft Corporation. All rights reserved.

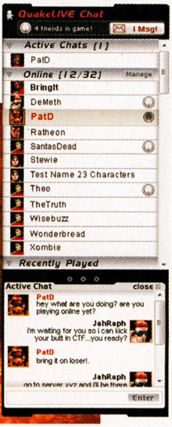
Frag for Free

Quake Live is unlocked for the masses this summer, and you won't need a credit card or a DVD drive to play this sleek online shooter. **By Sid Shuman**

Quake lives! But this time, all you'll need to play is a PC and a web browser. GamePro spoke with id Software's programming mastermind, John Carmack, for full details on the company's free-to-play game, Quake Live. For starters, Quake Live is the "definitive" version of classic shooter Quake III: Arena, a game known for its addictive online deathmatch action. Carmack told GamePro he "resisted the temptation to make sweeping changes" to the core gameplay or graphics. Still, Quake Live will see some visual enhancements thanks to new widescreen monitor support, improved environment textures, and other modern frills.

But the real upgrades to Quake Live aren't under the hood—they're staring you right in the face. In a first for the Quake series, Quake Live will include a comprehensive in-game buddy list, skill-based matchmaking, and rewards à la Xbox Live. Finding matches and inviting friends should be a snap with the new point-and-click Chat Module, and the studio can distribute new maps and upgrades "almost transparently." Best of all, you won't have to pay a cent to play. The key to Quake Live's free model lies in its advertising support, which places billboards around each of the game's arenas and on the official website, quakelive.com. Will the ads be obtrusive? "Quake Live is a sporty game, [so] the ads look natural," said Quake Live producer Marty Stratton. "It's well-integrated...like a sporting event."

A widespread open beta is ongoing, and the final version of Quake Live is expected later this summer. With any luck, Quake Live's free-to-play model will only be the beginning of a much bigger trend.



QuakeLIVE Chat

4 friends in game!

1 Msg!

Active Chats [1]

PatD

Online [12/32] Manage

BringIt
DeMeth
PatD
Ratheon
SantasDead
Stewie
Test Name 23 Characters
Theo
TheTruth
Wisebuzz
Wonderbread
Xombie

Recently Played

Active Chat close

PatD
hey what are you doing? are you playing online yet?

JahRaph
i'm waiting for you so i can kick your butt in CTF...you ready?

PatD
bring it on loser!.

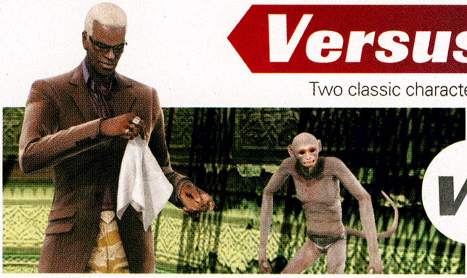
JahRaph
go to server xyz and i'll be there

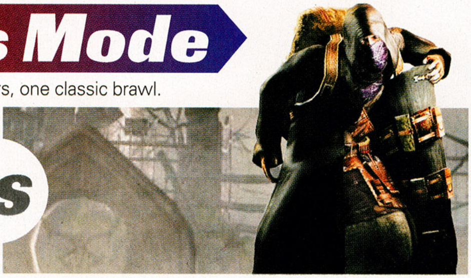
Enter

Want to frag some friends? The action's one click away—visit quakelive.com.

Versus Mode

Two classic characters, one classic brawl.



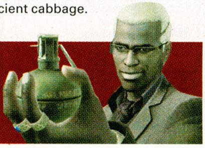


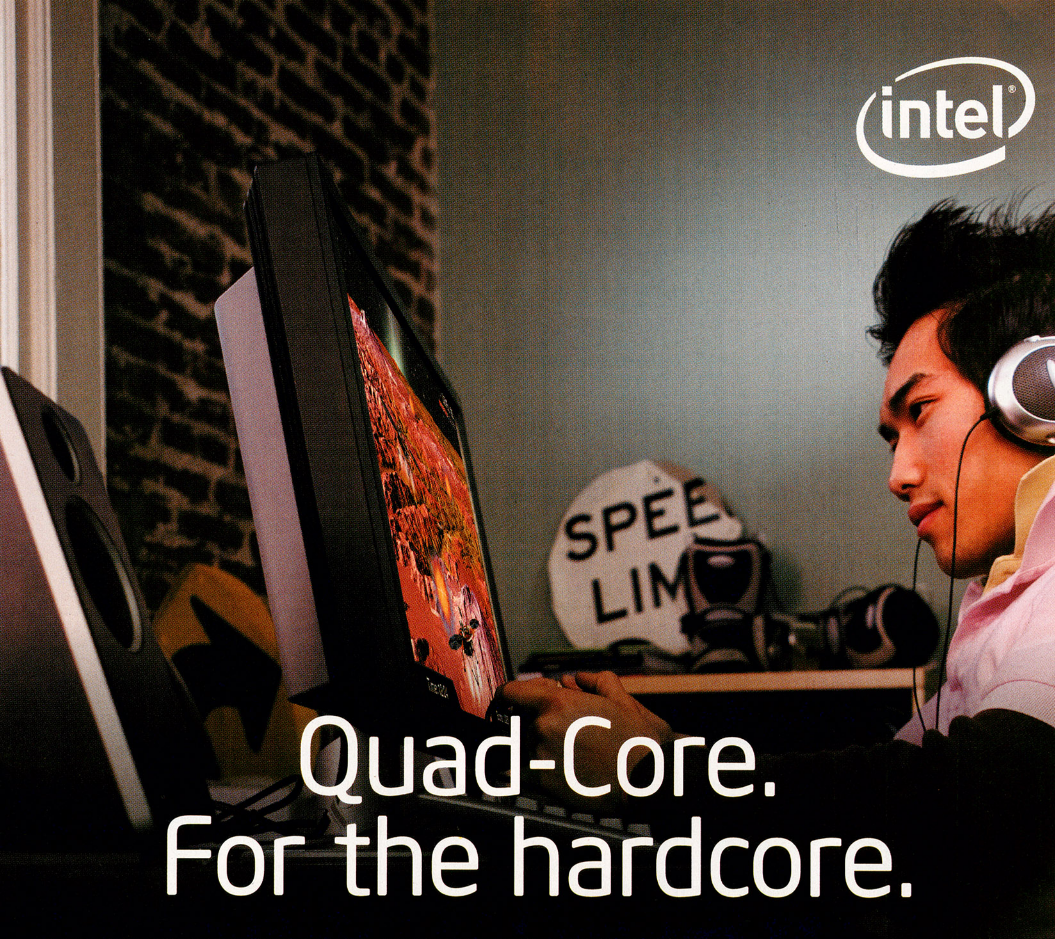
	Drebin **(Metal Gear Solid 4: Guns of the Patriots)**	**The Merchant** **(Resident Evil 4)**
Profession:	Industrial-grade weapons wholesaler and "gun launderer."	Wandering small arms depot.
Supply Chain:	Scavenges and modifies ID guns from PMC troops.	Buys random trash off foolhardy adventurers and Secret Service agents.
Self Expression:	Sleight-of-hand tricks with handkerchiefs and explosives.	A gravelly voice worn rough with years of chain-smoking.
Wardrobe Malfunction:	Immaculately tailored dark suit with camo fatigues.	Hooded trench coat, fingerless gloves, and a purple neckerchief.
Companionship:	Little Gray—the bald, soda-drinking monkey.	The lingering stink of rotten beef and ancient cabbage.

OUTCOME:

Neither sole proprietor wants to share sales territory, so tense negotiations quickly turn into a grappling battle for survival. Rolling on the floor, Drebin can barely breathe from the noxious aroma emanating from The Merchant, who pulls a hunting knife from the depths of his coat. Luckily, Little Gray drops onto The Merchant's back and covers his eyes, giving his master time to draw a gleaming chrome pistol and fire repeatedly into his adversary's midsection. Drebin's long-term monopoly is now assured.

DECISION: Drebin > > >





Play like a pro with a new PC featuring the Intel® Core™2 Extreme Quad-Core processor.

ABS builds some of the most highly regarded computing solutions in the industry.

Ultimate X Magnum Extreme

Starts at $5899

- Intel® Core™2 Extreme Quad-Core Processor QX6850
- ASUS P5K3 DELUXE Motherboard
- ABS BZ1100W Power Supply

intel Core™2 Extreme inside™

Extreme Performance

abs®

Visit: **www.abs.com** or call:800.926.8088

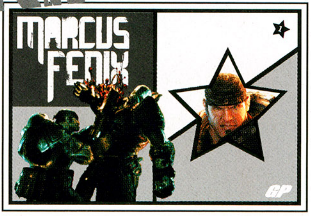
Intel is not responsible for and has not verified any statements or computer system product specific claims contained herein.

© 2007 Intel Corporation. All rights reserved. Intel, the Intel logo, Intel Core, and Core Inside are trademarks of Intel Corporation in the U.S. and other countries.
*Other names and brands may be claimed as the property of others. Price specifications and terms are subject to change without notice. ABS® is not responsible for errors in typography and/or photography.

RUDELY RIPPED:

The 7 Best Video Game Tough Guys

Gaming isn't just for dudes anymore. But that doesn't mean we can't celebrate the overly muscled and vulgar brawns of games past. Get shredded!

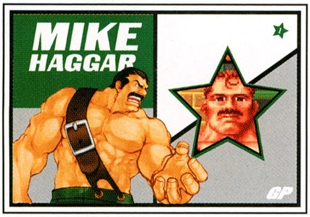


MARCUS FENIX

Ex-inmate and Gears of War super solider.

FAMOUS QUOTE: "Suck pavement!"

LAST SEEN: Killing Reavers with updated Lancer.

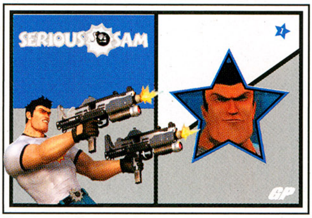


MIKE HAGGAR

Final Fight's street fighter-turned wrestler and former Metro City mayor.

FAMOUS QUOTE: "Drop me a line so I can visit your hospital room!"

LAST SEEN: Toning up at Mike's Mat & Muscle gym.

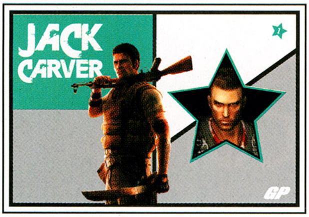


SERIOUS SAM

Gun-toting time traveler and murderer of ancient monsters.

FAMOUS QUOTE: "Double the gun, double the fun!"

LAST SEEN: GameStop bargain bin.

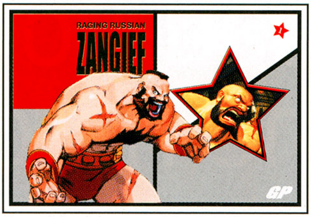


JACK CARVER

Far Cry's one-liner fueled Trigen hunter.

FAMOUS QUOTE: "What is this sh*t?"

LAST SEEN: Sulking in post-Wii remorse.

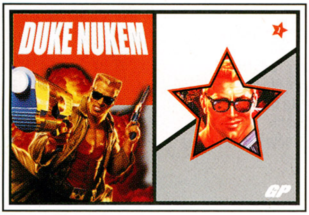


ZANGIEF

Street Fighter's raging Russian wrestler.

FAMOUS QUOTE: "My strength is greater than yours."

LAST SEEN: Toning abs for Street Fighter IV.

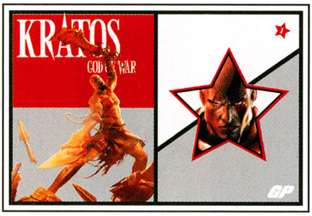


DUKE NUKEM

Alien-slaughtering C.I.A. brute and quip machine.

FAMOUS QUOTE: "It's time to kick ass and chew bubble gum. And I'm all out of gum."

LAST SEEN: Parking bricks in some alien toilet.



KRATOS

Spartan captain and pawn of Ares.

FAMOUS QUOTE: "I shall send you back to the depths of Hades!"

LAST SEEN: Slashing Persians on the PSP.

eneloop
Ready to use Rechargeable Battery
SANYO

Presents:

THE BIG 5 RECHARGED

1 GTAIV SHATTERS SALES RECORDS

The Guinness Book of World Records confirmed that Grand Theft Auto IV sold 3.6 million units in just 24 hours, raking in $310 million in sales. By comparison, Halo 3 managed only $170 million.

THE VERDICT: This news should come as a surprise to absolutely no one, but it'll doubtless come as a relief to Rockstar Games, who spent over four years and $100 million developing the mega-hit.

2 Wii CHANNEL LAUNCHES

Nintendo finally launched its WiiWare download service, which provides a new release path for smaller development teams. Six titles kick-started the shop, from Square Enix's Final Fantasy spin-off to the side-scrolling Lost Winds platformer.

THE VERDICT: Finally! We expect Nintendo to rake in some serious cash on this initiative, and we can't wait to see what Wii and DS goodies appear in the months ahead.

3 GEARS OF WAR 2 FOOTAGE

Microsoft unveiled the first in-game footage from Epic Games' action shooter sequel, slated to hit shelves late this year, and jaws around the world immediately hit the floor.

THE VERDICT: We were expecting great things from Marcus Fenix's continued adventures, but *holy cow*. The detailed visuals and sheer intensity on display are simply unbelievable.

4 GOD OF WAR III ONLINE PLAY

Though no official announcements have been made, a job board post seeking an "online gameplay programmer" on playstation.com spilled the beans that the PlayStation 3 continuation of Kratos' saga will include some form of Internet functionality.

THE VERDICT: Competitive multiplayer of some kind, or Kratos and a pal in optional co-op beat-downs? Your guess is as good as ours, but we can't wait to hear more.

5 NEOPETS MEETS PUZZLE QUEST

The virtual pet community Neopets is gearing up for another game release, this time for the better-suited Nintendo platforms of the Wii and DS (also on PC). Developed by the makers of Puzzle Quest, Neopets Puzzle Adventure is like Othello meets Nintendogs.

THE VERDICT: Neopets bombed on the PlayStation 2, but considering the success of Nintendogs, the Wii and DS seem a much better fit for the quirky pet franchise and should find success.

"...like having a big screen TV without losing wall space."

MAC LIFE.

PLAY WITH ME

PLAYS WITH:

Xbox 360 I Xbox I PS3 I PS2 I Wii I Game Cube I Blu-ray
HD DVD I PC I Mac I DVD I iPod I USB Stick I Flash Card

HEADPLAY™
personal cinema system

www.headplay.com

MORE THAN JUST MARIO

Wii Fit is perhaps Shigeru Miyamoto's wackiest creation, but it's far from his best. *GamePro* celebrates the Nintendo designer's seven greatest games...and Ocarina of Time didn't make the list (gasp!). By Blake Snow

7. DONKEY KONG (ARCADE, 1981)

Not only has Miyamoto enjoyed the home console and handheld spotlight for three decades, but his first popular creation dominated arcades as well in the early 1980s.

6. STAR FOX (SNES, 1993)

Star Fox was the first Nintendo title to feature 3D graphics (well before 3D was the norm) thanks to fancy technology called the Super FX Chip. As a result, many have referred to Star Fox as an early influencer of three-dimensional console graphics.

5. METROID PRIME (GAMECUBE, 2002)

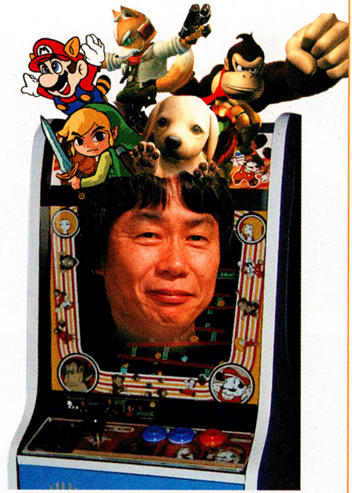
After an eight-year hiatus, Metroid heroine Samus Aran made a triumphant return to Nintendo hardware, after skipping the N64 generation due to what Miyamoto called a lack of "concrete ideas." Not only did the game revitalize the Metroid franchise, it currently stands as one of the highest-rated games of all time.

4. NINTENDOGS (NINTENDO DS, 2005)

It wasn't until Miyamoto released Nintendogs in the fall of 2005 that other developers truly realized what was possible on the DS. The real-time dog simulation is nothing more than a glorified version of Tamagotchi, that's for sure, but try and play digital Frisbee with your little puppy without smiling—we dare you!

3. WII SPORTS (WII, 2006)

This bundled Wii game is easily one of the most revolutionary and memorable console games ever released, finding the perfect balance between gaming and athletic motion. When Wii Sports 2 is inevitably announced, the mainstream world is likely to explode with joy.



2. THE LEGEND OF ZELDA: A LINK TO THE PAST (SNES, 1992)

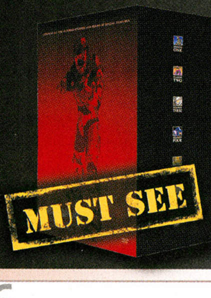
Make no mistake: the original Legend of Zelda started it all for action-adventure games. But if you only play one Zelda game, make it A Link to the Past: it's two-dimensional Zelda bliss and represents some of Miyamoto's finest production work.

1. SUPER MARIO BROS. 3 (NES, 1990)

Not unlike the first Zelda game, the original Super Mario Bros. was more influential than the third game in the series. But play Super Mario Bros. 3 and you'll quickly realize why this is the third best-selling game of all time...and Miyamoto's ultimate opus.

OMG movies

MOVIES FOR GAMERS



RED VS. BLUE: THE BLOOD GULCH CHRONICLES—THE COMPLETE SERIES BOX SET

All five seasons of the hysterical machinima phenomenon created with footage recorded in the Halo video games, plus deleted scenes, behind-the-scenes footage, and other goodies.

rvb.roosterteeth.com

$69.00

NATURAL BORN KILLERS

The wild 1994 satire about two brutal killers in love and on the lam finally hits HD, in a "coffee book" edition that includes 42 pages containing photographs and a new essay by director Oliver Stone. This is the 119-minute theatrical cut of the film—*not* the 121-minute unrated "Director's Cut."

warnerbros.com

$34.99 (Blu-ray)

STATIC

By Sid Shuman

...ance 2...Resistance 2...Resistance 2... • Aha—so BioShock for the PlayStation 3 *does* exist! That's great news for PS3 owners, as BioShock is one of the best, most artistic games ever made. Catch up on the latest details in this issue... • Microsoft's game guy, Shane Kim, told me a secret recently. He said there are some "surprises" in store for the Xbox 360 later this year. What's your guess?... • Look, I know I'm in the minority here, but I was slightly disappointed by Grand Theft Auto IV. It looks fabulous, and Liberty City is easily the best video-game city ever made. But I was puzzled by the simple-minded missions and the so-so combat. It's still an impressive achievement, and definite Game of the Year material, but it left me wanting just a little bit more...hopefully that will come with the Xbox 360 expansion due out later this year... • The case of the incredible shrinking E^3 is turning into a riches-to-rags story. The last "real" E^3 show, held in 2006, topped out at over 400 game companies and exhibitors showing new games and products. At last count, this year's E^3 is down to 39 exhibitors residing in a fraction of the floor space. Couple that with Activision Blizzard and LucasArts dropping out of the Electronic Software Association and you've got something of an industry revolt. Drama... • Surprisingly, Banjo-Kazooie: Nuts & Bolts is getting a mixed reception from some industry folk. I loved the new build-your-own vehicle mode and the luscious new graphics, but diehard Banjo fans are telling me that they're less-than-pleased by this stylistic shift. Give it time, I say... • Played Super Stardust HD on the PS3 yet? I'm not going to stop bugging you until you do. Be sure to download the expansion, too, for the new and terribly addictive Bombing Run and Endless modes... • What's this about Blizzard hiring mobile game developers? Will I finally get my DS version of Diablo? Oh please, God, let it happen right now... • Splinter Cell Conviction won't ship until late 2009 or 2010, and I'm told it's because the entire game is headed back to the drawing board. This is probably a wise move for the longtime stealth series. True, Conviction's hide-in-plain-sight play style looked intriguing: early videos showed Sam Fisher sweeping a stack of papers into a guard's face to distract him, and clubbing other enemies with chairs and computers. But it looked rather half-baked compared to Assassin's Creed, which already raised the "social stealth" bar in a big, big way. Here's hoping the delay is for the best... • Pop quiz: what big-name developer wants to work on a zombie game? We know of at least two, but there are probably more. Send your best guesses to me at sid_shuman@gamepro.com...

Pwned this month:
GTAIV
E^3
Banjo-Kazooie

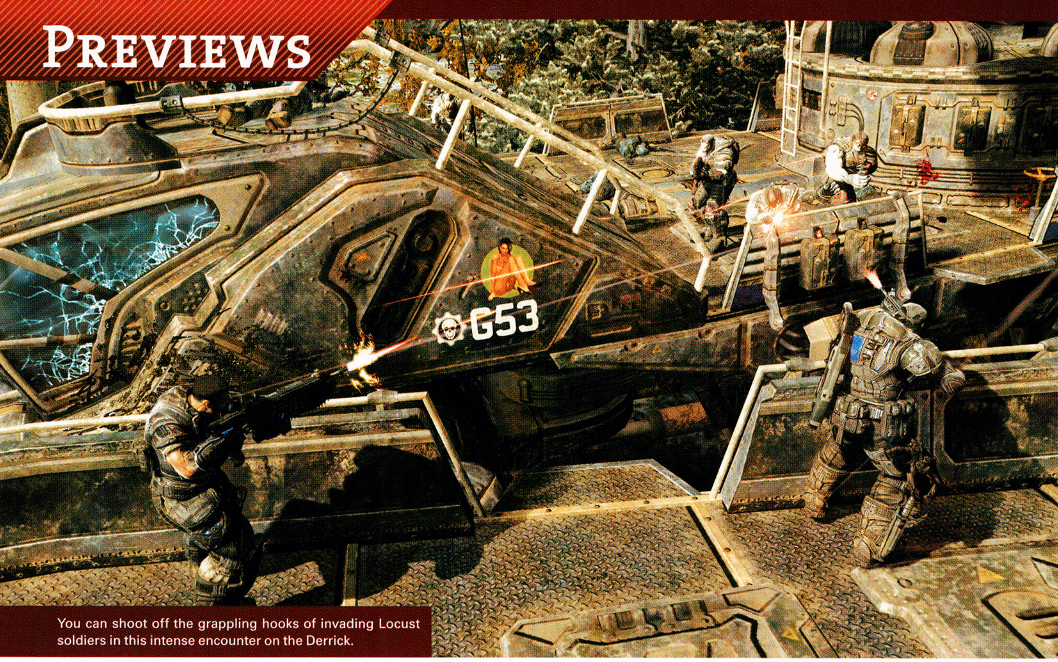
e-mail Sid:
sid_shuman@gamepro.com

Because the **Andersons** play video games, there's a system in place to make sure they **bring home the right ones.** This is how that system works: First, Mom and Dad select games using the ratings on the box. Next, everyone gets a controller. Finally, the **kids win.** This quality time is presented by the **ESRB.**

EVERYONE
E
CONTENT RATED BY
ESRB

© 2006 ESRB. All rights reserved.

www.ESRB.org



You can shoot off the grappling hooks of invading Locust soldiers in this intense encounter on the Derrick.

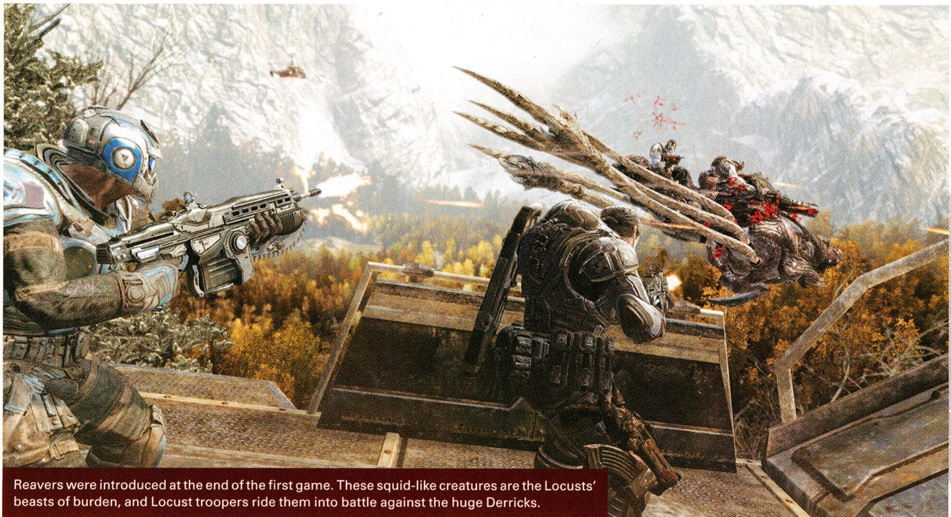
GEARS OF WAR 2

GamePro gets a sneak peek at the second level of Gears of War 2.

J46A Get the link to **Gears of War 2** screens and news sent to your e-mail. Text **J46A** to **59479**
Only standard text messaging rates apply

Xbox 360

■ Developer: Epic Games ■ Publisher: Microsoft ■ Release Date: November



Reavers were introduced at the end of the first game. These squid-like creatures are the Locusts' beasts of burden, and Locust troopers ride them into battle against the huge Derricks.

Gears of War surprised Xbox 360 gamers with its intense shootouts and aggressive play style. As human survivor Marcus Fenix, players vaulted over obstacles, took cover behind barricades, and dashed through blistering enemy fire in order to take down subterranean monsters called "The Locust."

Now Marcus is back in action with Gears of War 2, and *GamePro* got a preview of an early level in the game. Overall, the gameplay demonstration was pure Gears of War, with epic raging battles, gushing gore, and intense shootouts. Epic Studios game design director Cliff Bleszinksi took the reins, demonstrating an encounter that was based on a series of immense transport vehicles called "Derrick trucks," which the human survivors use to punch through the Earth's crust and attack the Locust invaders in their subterranean bases. We watched as Locust soldiers attempted to invade the slow-moving Derricks with the help of grappling hooks and, later, enormous Brumack and Corpser beasts that erupted from the ground.

BIGGER, BADDER...LOCUST-Y-ER?

Bleszinksi played through the second level of Gears of War 2, showing off the new graphics abilities (bigger and more detailed levels) in addition to two new weapons (a five-shot Gorgon pistol and what appeared to be a single-shot carbine) in an epic encounter with some seriously huge enemies. Gears of War 2 cover boy Marcus Fenix has a few new moves, too. He can grab a downed enemy Locust and use it as a "meat shield." As the Locust's body absorbed punishment, it began to disintegrate—a signal to the player that Marcus's protection is about to run out. When you're ready to ditch your Locust shield, Marcus will snap his neck and toss the lifeless body aside.

Addressing one of the most common complaints about the first Gears of War game, Bleszinksi confirmed the single-player campaign in Gears of War 2 would be "longer" than the one featured in the original title. He also said the game's multiplayer mode would be "bigger and better," but held off on explaining any more details for the time being. The original Gears of War maxed out with two-player online cooperative play, so we'll have to wait and see whether the rumors of a larger Gears 2 co-op experience are true.

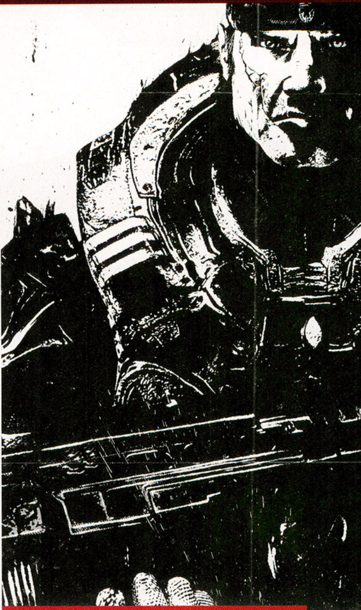
Another new addition is in close-range combat, which has been upgraded with a more elaborate chainsaw mechanic. You'll have to pound the B button to overpower your opponent in a clash of chainsaws, which is a more balanced approach compared to the instant-kill fatalities from the original game.

THINKING OUTSIDE THE BOX

Epic's developers are working harder than ever to make Gears of War 2 more than just a continuation of the series; Bleszinski said that his team is pushing the nearly 3-year-old Xbox 360 to its limits and thinking outside the normal development box. "The Unreal Engine never stopped evolving," Bleszinski told cvg.com. "The character lighting is vastly improved, the environment is chippable, and the trees get knocked down as physics objects. There's just so much s**t going on, it's five times bigger this time," Bleszinski elaborated.

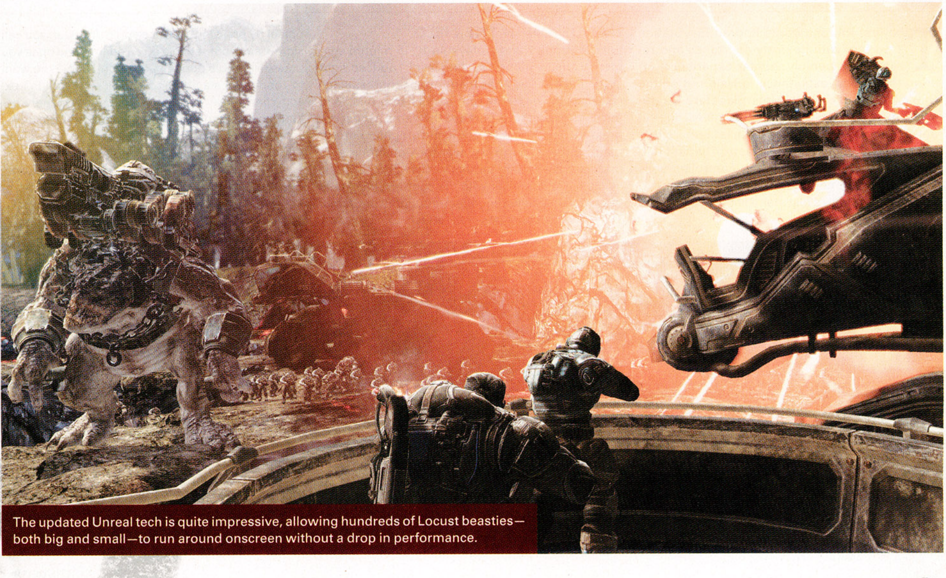
Gears of War 2 is set to storm the Xbox 360 this Fall, and with it will come bigger campaigns, badder weapons, and a smoother-running Unreal engine under the hood. The question remains, however: Does all that make it "better" than the original? We'll see when we get our first hands-on play session with the game later this year.

—Sid Shuman



HIGHLIGHTS

- Graphically, Gears of War 2 is looking even better than the original, with massive outdoor environments and vast armies of enemies. PS3 who?
- The brutal shooting gameplay looks similar to the first game, but the action set pieces are bigger and more epic. Fans will doubtlessly approve.



The updated Unreal tech is quite impressive, allowing hundreds of Locust beasties—both big and small—to run around onscreen without a drop in performance.

The Helghast are bigger, faster, and stronger than any human being. Once human themselves, the Helghast were forced to quickly adapt and evolve to survive the harsh environment of Planet Helghan.

KILLZONE 2

Despite delays and ultra-high expectations, Killzone 2 is making excellent progress.

PS3

■ Developer: Guerilla Games ■ Publisher: Sony ■ Release Date: February 2009

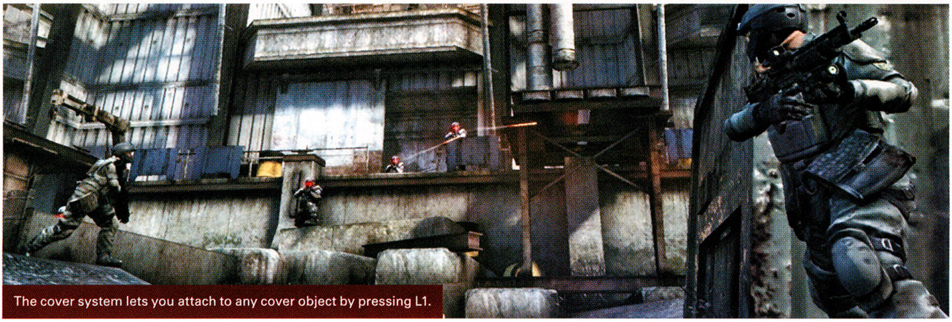
The first Killzone game floored PlayStation 2 owners with its gritty overtones and realistic first-person shooter experience, offering the closest experience to Halo not on the Xbox. As a soldier of the Interplanetary Strategic Alliance (ISA), players fought against the tyrannical dictatorship of the Helghast Empire that was hell-bent on humanity's doom. The first Killzone was fought on the human-controlled soils of Vekta, an ISA colonized planet. In Killzone 2, however, humanity's last stand is the alien homeworld of the Helghast.

HANDS-ON IN THE FIELD

Enter Killzone 2 and a playable 10-15 minute segment from the game's second level. I noticed right away that Killzone 2 has made huge progress since I last saw it. The frame rate is much improved and the physics engine is perhaps the game's most impressive feat. It's no slouch in the graphics department, either. The gritty, war-torn environments make a great setting for this intense FPS.

Once I got familiar with the controls, I had tons of fun mowing down enemies throughout the demo. The cover system lets you attach to any cover object by pressing L1. Once you're in cover, you can simply aim your reticule on an enemy, and once you press fire, you'll pop out and shoot. But if you want to zoom in, it's a little more difficult. I couldn't exactly find a way to zoom and stay completely behind cover, though I was still slightly protected. I was told the cover system is being fine tuned, and Killzone 2 is still a work in progress, of course.

The early part of the demo was awesome. Coming out of a cut-scene that shows ISA bombarding the ground from several drop ships, I took out a couple of gunners that were stationed in



The cover system lets you attach to any cover object by pressing L1.

CONTINUED ▶

OMG Nintendo®

All Nintendo.
All in One Place.

Wii

NINTENDO DS

Featuring

- Breaking Nintendo News and Rumors
- Weekly Virtual Console Updates
- Nintendo Culture and Memorabilia
- Info on the Latest Import Games
- Exclusive Interviews
- Wii Shopping Guides

...and more!

www.omgnintendo.com

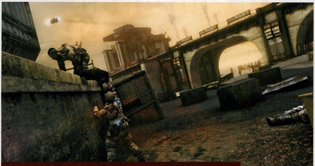
turrets with an assault rifle, and then made my way to a blocked bridge. Thankfully, a rocket launcher was strategically placed nearby. I loaded it up and fired at the bridge, exploding it all to hell. Once through, I made my way to an inside section. Here, the Helghast used cover too, but grenades and a single-shot assault rifle were a big help. I also popped a few helmets off with the pistol, which is handy if you're out of ammo for the big guns.

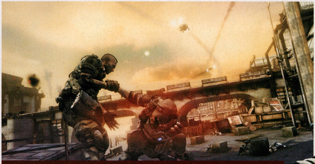
"WE NEED BACKUP!"

One cool new gameplay feature in Killzone 2 is aptly called the "buddy assist." It's a team-based system that triggers you to cooperate with A.I. team members to do context-specific things. In this case, I was prompted by a crouched soldier to lift me up to a high ledge. I was told there are plenty of different buddy-assist spots throughout the game.

There was also one instance of Sixaxis-based gameplay. I reached a point where two Helghast soldiers were firing at me from a window across a gap. I, admittedly lucky, heaved a grenade in the window and blew them practically back out the window, leaving one of them hanging out by his feet. Once the action was over, there was a valve that needed to be turned counterclockwise, and by holding down the L1 and R1 buttons and tilting the controller to the left, the valve turns. Releasing L1 and R1 and tilting right, positioned my hands back to the other side of the valve, where I could then inch it along until it popped.

The demo came to an end after I took care of a few more Helghast baddies. Overall I was impressed with the progress so far, and admittedly the game has made a lot of headway in the last six months or so. With expectations so high—we all remember the delays—it's hard to live up to them. Fortunately, Killzone 2 is on the right track. **—Chris Morell**


"Buddy assist" hot spots require you to work together to reach new areas.


The graphics in Killzone 2 are some of the best we've seen, possibly the best on the PS3.

Cut scenes blend right into the in-game action.

P4R9 Get the link to **Killzone 2** screens and news sent to your e-mail. Text **P4R9** to **59479**

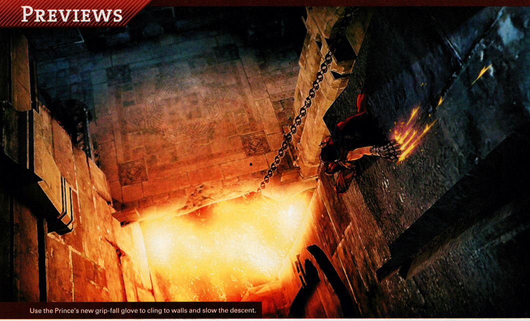
Only standard text messaging rates apply

BECAUSE BOMB-SNIFFING DOGS DON'T WORK WELL UNDERWATER.

It locates and destroys underwater mines at the command of an operator who's nowhere in the vicinity. And it's just one example of the cutting-edge technology you'll be able to get your hands on when you become a proud part of the U.S. Navy. To learn more, visit navy.com or call 1-800-USA-NAVY.

NAVY
accelerate your life

© 2007. Paid for by the U.S. Navy. All rights reserved.



Use the Prince's new grip-fall glove to cling to walls and slow the descent.

PRINCE OF PERSIA: PRODIGY

Powered by the Anvil Engine, Prodigy sports new "illustrative" cel-shaded graphics.

PS3 **Xbox 360** **PC**

■ Developer: Ubisoft Montreal ■ Publisher: Ubisoft ■ Release Date: Fall 2008

It's been nearly three years since we delved into the Prince of Persia universe. The Two Thrones was released back in 2005, and we have yet to see an incarnation on the PS3 and Xbox 360. All of that is about to change, however, with the arrival of Prince of Persia: Prodigy. While the game wasn't playable at Ubisoft's Gamers' Day, we were treated to a short-ish trailer and a semi-lengthy chat about the upcoming title. Here's what we know so far...

ELIKA, WE LIKE-A

This *new* Prince of Persia is exactly that, all new. It has no chronological bearing on the original trilogy, which includes the Prince of Persia new millennia trilogy: Sands of Time, Warrior Within, and The Two Thrones. This time around, our stalwart hero is fighting an evil force known as Ahriman who has corrupted the world and destroyed the "tree of life." But never fear; the Prince will not be fighting this dangerous battle alone. For he will be joined by an all-new female character named Elika who brings her own unique skills to the fight.

Unlike Princess Farah before her, Elika will be a much more intelligent companion and it was stated that as an assisting character she will never get in the way. There will be no escorting her or watching her bump into walls, either. Not only will she be able to perform her own moves and attacks, she and the Prince can also join forces to pull off cooperative, acrobatic moves and solve puzzles.

BLANK CANVAS

The art style of this game also moves in a new direction, departing from the realistic look of the original games. Prince of Persia: Prodigy is based more in fantasy and the cel-shaded art style reflects a world of vibrant wonder, giving the player the feeling of playing in a giant illustration. The world structure is likewise different, offering a more open world experience instead of the linear storyline we've grown accustomed to. The player can make the choice of where they want to go, but be warned: the order in which you do things will have an impact on the outcome of the story. Sounds like multiple endings to us.

The combat system has been overhauled as well, with nearly every battle focused on one-on-one combat rather than fighting hordes of enemies at once. Each fight is designed to be more along the lines of a patterned boss battle, leaving you wondering if you really have the strength and skill to take the enemy down. Not only will Elika be able to help you in these battles, but the environment can be used as well. A new dramatic battle camera has also been added to catch the fights in a much more cinematic fashion.

After watching the short yet action-packed trailer, we were fairly impressed with the new direction of the game. The cooperative moves between the Prince and Elika were quite elegant and added a bit of class to the overall feeling of the game. If the developers can pull off a solid story and gameplay to match the look of Prodigy, this will be a standout title in the Prince of Persia series.
—Flynn De Marco

THE LOWDOWN

- Completely new storyline and adventure separate from the Sands of Time trilogy.
- Core focus on one-on-one combat; rarely to never will you fight more than one enemy at a time.
- New art direction based more in fantasy than the realistic art style of previous games in the series.

ming girls movie movies music people comics film fur
itics rock television tv anime babes boobs comics film
ny **Make time for life's important decisions.** b
obs comics film funny gaming girls movie movies mus

Battle of the Jessica's

Which is hotter?

VS

Total Votes
7,578

50% 50%

Who would you want to win in a fight?

Pitbull vs. Vick

VS

50% 50%

Which Next Gen title do you choose?

Battle of Next Gen Video Games

VS

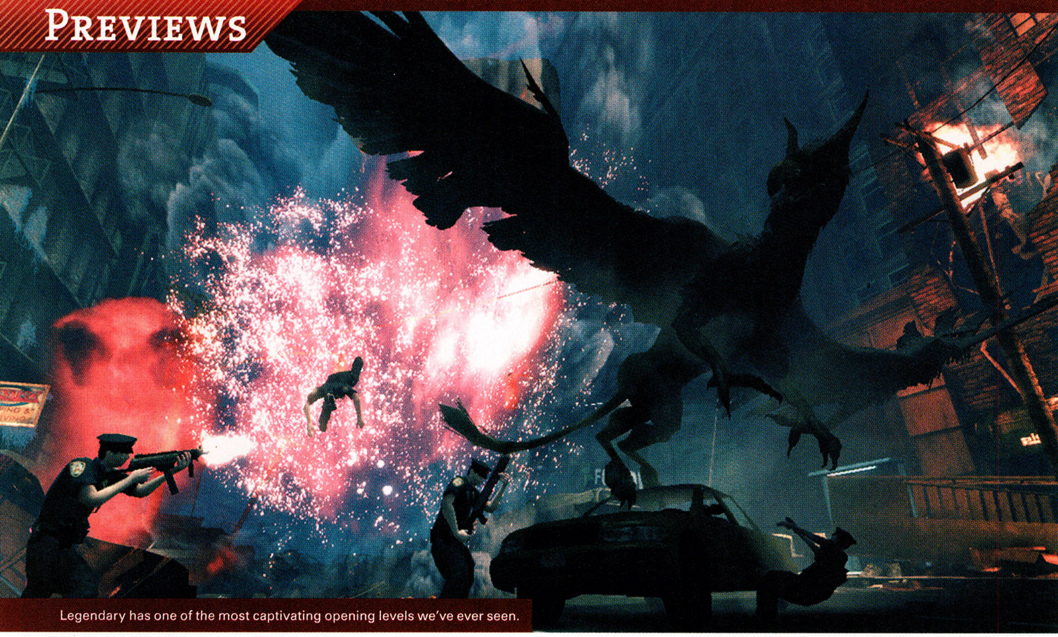
50% 50%

You Create You Vote You Decide

www.SucksorRules.com

SUCKS OR RULES

www.SucksOrRules.com



Legendary has one of the most captivating opening levels we've ever seen.

LEGENDARY

We fight off werewolves, hell hounds, and other mythical monsters and live to tell the tale.

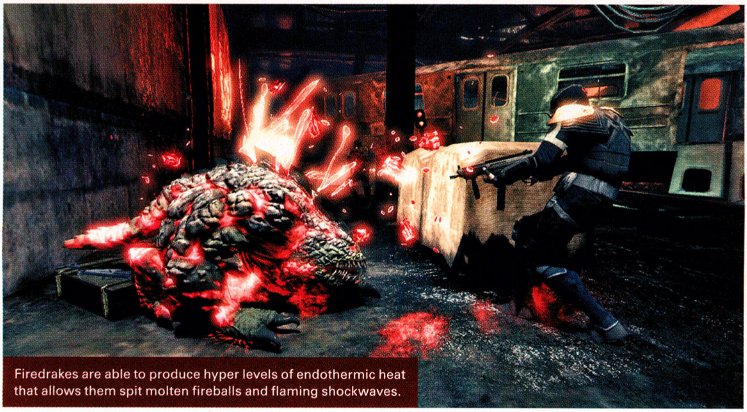
PS3 **Xbox 360**

■ Developer: Spark Unlimited ■ Publisher: GameCock ■ Release Date: September

As an avid first-person shooter fan, I was intrigued and titillated by Legendary, but at the same time I was left somewhat disappointed with certain aspects of the game. I played an early build of Legendary, so the developers at Spark Unlimited still have time to polish up what I feel are crucial "musts" for any FPS.

COMPLETE CHAOS

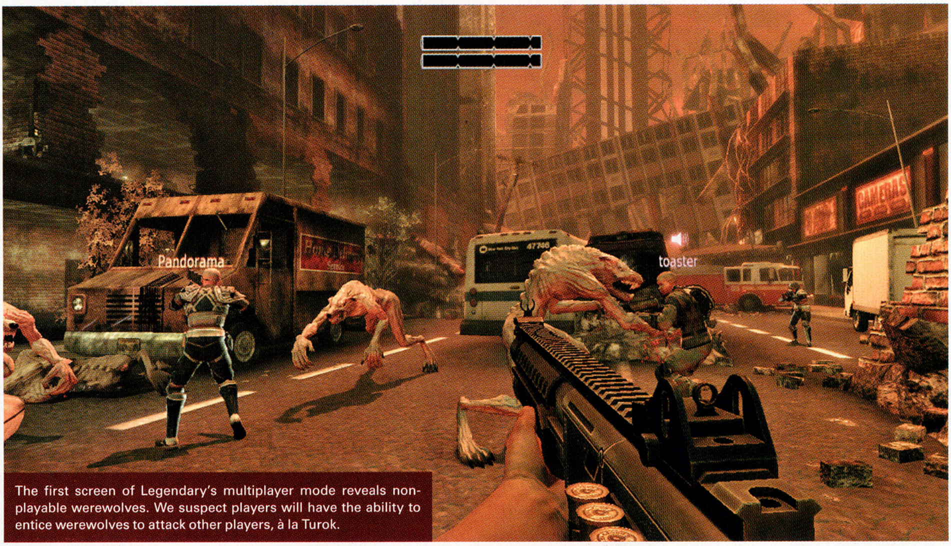
What Legendary does well is create vicious monsters and an epic atmosphere. The story follows an art thief who accidentally opens Pandora's Box during a routine heist, unleashing worldwide pandemonium. Now he must track down a highly coveted artifact and restore order to the world by closing Pandora's Box. The game begins in the New York Museum of Modern Art where the main character, Deckard, opens the box and is burned with the insignia of Pandora on his left hand. The signet allows you to siphon the souls of monsters you kill, and convert the energy into health or a powerful force-push that can knock down barricades and stun enemies.



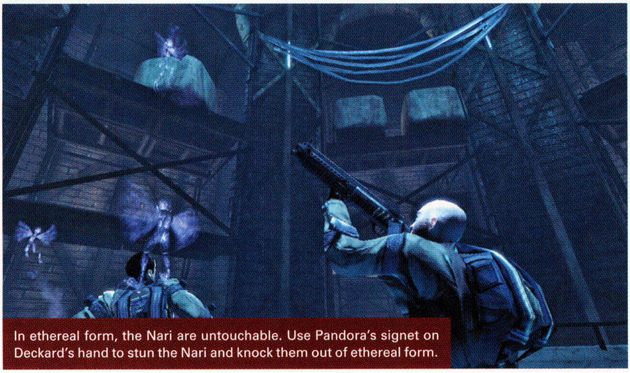
Firedrakes are able to produce hyper levels of endothermic heat that allows them spit molten fireballs and flaming shockwaves.

What comes out of the box, however, is the game's crowning achievement: mythical monsters. In the first level, you must escape the chaotic streets of New York and make your way to the underground subways. On the streets, Griffons swoop in and out, picking up cars and biting off heads. Asteroids rain from the sky and crash into the crumbling streets and surrounding skyscrapers. But most frightening of all is a 300-foot heavy-metal Golem reanimated from building rubble and cars. You only get a peek at this towering boss, but it's enough to make your hair stand on end.

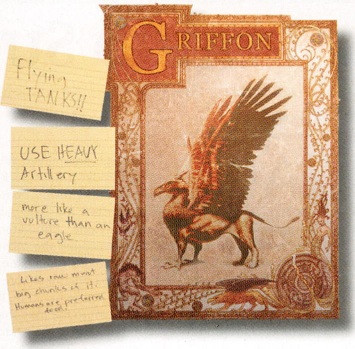
The second level pits you against new dangers in the New York subways. Equipped with a pistol and sub-machine gun at this stage in the game,



The first screen of Legendary's multiplayer mode reveals non-playable werewolves. We suspect players will have the ability to entice werewolves to attack other players, à la Turok.



In ethereal form, the Nari are untouchable. Use Pandora's signet on Deckard's hand to stun the Nari and knock them out of ethereal form.


GRIFFON
Flying TANKS!!
USE HEAVY Artillery
more like a vulture than an eagle
Likes raw meat big chunks of it. Humans are preferred food!

your best defense is the environment. Firedrake hellhounds spawn from emerging lava pits until you're able to douse some water on the hotspot. The Firedrakes roll around like *Critters* and spew molten hairballs. No surprise—in ancient mythology, Firedrakes were the first monsters to most closely resemble fire-breathing dragons.

Firedrakes, however, are the least of your worries underground. You have to stay on your toes if you're going to survive the incoming and outgoing subway trains. Not to mention the introduction of the Black Order soldiers, who are sent in to eliminate Deckard and contain the monster breakout. You find out later that the Black Order is actually trying to capture the monsters and use them as super-soldiers.

In later levels of the game, you'll travel to Durham, England. Durham is well known for its Norman Cathedral and Castle, which you can see towering in the background. Here you'll encounter more powerful alpha werewolves, mischievous Nari fairies, anaconda-like Echidna tentacles that will pull you underground, and the vicious Minotaur.

PLAYING WITH WEAPONS

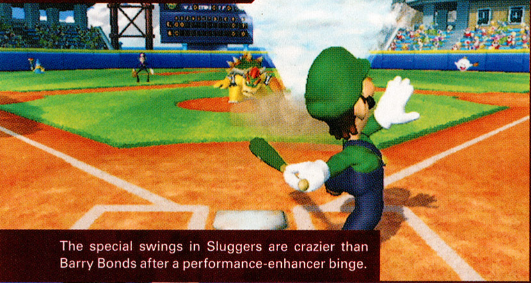
What Legendary doesn't execute well is story and, more importantly, what it feels like to fire a gun. The game has an epic story premise that starts off strong but flatlines as the game progresses. The later plot twists feel shoehorned in, making Legendary come off as a simple rock-n-roll shooter in the tradition of Painkiller.

The biggest qualm I had is how unrealistic and unsatisfying the guns felt. They just aren't loud enough and barely recoil—especially the pistol, sub-machine gun, assault rifle, and shotgun. I recently visited a shooting range and fired a fully automatic sub-machine gun. Anyone who has fired a gun in real life knows they are unnervingly loud and difficult to stabilize because of the kickback. Obviously, you wouldn't hit anything in Legendary if realistic recoil were enabled, but overdriving the gun audio would give the shooting the visceral punch it lacks.

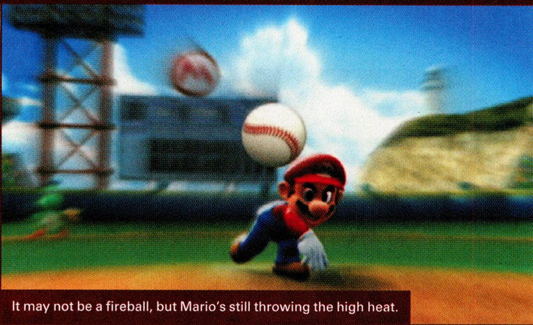
Other than that, Legendary is a "must play" for shooter fans. You'll be floored by the opening level, and the gameplay pacing will keep you playing just to see what's next.—**Travis Moses**

HIGHLIGHTS

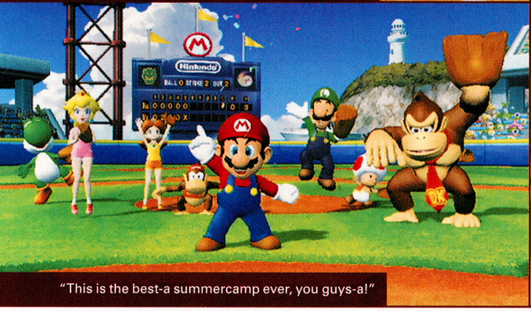
- Killer monsters such as Griffons, Minotaurs, and werewolves.
- The devastating opening sequence and first level that depicts the end of the world.



The special swings in Sluggers are crazier than Barry Bonds after a performance-enhancer binge.



It may not be a fireball, but Mario's still throwing the high heat.



"This is the best-a summercamp ever, you guys-a!"

MARIO SUPER SLUGGERS

Mario takes baseball video games into extra innings!

Wii

■ Developer: Namco Bandai Games ■ Publisher: Nintendo ■ Release Date: Summer 2008

Any gamer worth their salt has played Wii Sports. As one of the most potent packins ever, it's an inevitability. In the opinion of many (including this writer) the baseball minigame was the most enjoyable. Populated with Miis of your friends and featuring the most uncannily realistic motion control on the system yet (particularly with the bat), the only major complain levied against the minigame was just that. It was a minigame—a 3 inning warmup that had the public clamoring for a complete game. Nintendo and Namco Bandai are teaming up to deliver one, and it's featuring the biggest franchise player in gaming—Mario!

FIELD OF (PIPE) DREAMS

The standard hardball experience of Mario Super Sluggers should be familiar to anyone who's played a sports title featuring the multi-talented plumber. Your team is comprised of one of twelve captains (franchise leaders like Mario and Donkey Kong) with the other eight positions being manned by ancillary yet memorable characters chosen from a cast of 40-plus—see the next page for a comprehensive character listing. And yes, you can have Miis on your team, so the rosters can include anyone your creativity can muster. Each character has four basic stats—throwing, batting, fielding, and speed—as well as special moves that can help pull off some major plays. There's also the matter of picking players that know each other, as friendly teammates like Dixie Kong and Funky Kong will aid each other in plays, tossing each other in the air to catch potential homeruns and the like. As you'd expect from other Mario sports games, don't expect it to be anything like your typical day at the ballpark.

The controls mix the simplicity of Wii Sports Baseball with the versatility of Super Smash Bros. Brawl and Mario Kart Wii. While we only got to try the Wii Remote-only motion-control method, we were assured that the game would support at least two other control methods—one where the Wii Remote is held horizontally like an NES controller, and another where the Wii Remote is used in conjunction with the Nunchuk. On the very basic, Wii Remote only level, a few moves have been added to the Wii Sports template. While the standard swing and pitch should be second nature to Wii Sports vets, the additional moves add a bit of flair. Charged moves require you to "flick back" the Wii Remote to draw in power, and then time the pitch or swing to match the power hitting the player. It adds a layer of effort into a pitch or swing, but the result is a decent increase in power. For truly desperate measures, a special swing or pitch can be applied. During the game, impressive plays will earn you power on your "special" meter. When it's been filled, you earn the ability to unleash a pitch that will be nearly unhittable, or crank a swing that will send the ball out of the park if you connect. You've also got the element of surprise on your side with actions aided by the 1 Button—it'll cause your character to bunt on offense or toss a changeup from the mound.

The added moves create a great rock-paper-scissors dynamic to batting and pitching, but there were some problems. The "flick back" moves for charged pitches would sometimes inadvertently be registered when slowly recovering from a swing or pitch, making timing the swing or pitch impossible. We also couldn't really get a good handle on the fielding and baserunning, as both facets of the game were made barebones using the simple Wii Remote-only controls as our characters automatically honed in on the ball or sped through the basepaths, their speed dependent on how intensely we shook the Wii Remote—only a smidge more interactive than Wii Sports. We were told that the Nunchuk would allow for more control over those parts of the game, but we'll reserve judgment for when we get to test them out on the field.

OFF THE FIELD, OFF THE WALL

Of course, any Mario sports game worth its salt is going to offer up quite a few extra modes, and Mario Super Sluggers is no different. The Challenge Mode is the heart of Sluggers, wherein Mario arrives on an baseball-themed island invaded by Bowser. In order to challenge his perennial nemesis, Mario must recruit a worthy team by meeting their various baseball-related challenges like striking out an intimidating batter or directing a few hits to a certain spot on the field. It played out very much like a basic RPG, with plenty of inter-

CONTINUED ▶

UNAUTHORIZED
& HARDCORE

OMGHALO.COM

- EXCLUSIVE SCREENS, STRATEGIES AND VIDEOS
- BREAKING HALO 3 NEWS
- USER SUBMITTED SCREENS, VIDEOS AND CUSTOM GAMETYPES
- MULTIPLAYER HOW-TO'S
- SKULL GUIDES
- COMPETITIONS & PRIZES

WWW.OMGHALO.COM

GIVE YOUR GRIND A BREAK...

family Video

YOUR FIRST CHOICE FOR GAMES & MOVIES ONLINE AND IN-STORE!

Shop online or find the nearest store at www.FamilyVideo.com

PRE-PLAYED SELECT GAMES

as low as $9.95

SHOP TODAY ONLINE

E-COUPON

FREE SHIPPING

FREE STANDARD SHIPPING on ANY size order including a pre-played game or pre-viewed movie.

familyVideo.com

Log onto www.FamilyVideo.com to receive free shipping today. Limit 1 coupon per customer per order. Valid on FamilyVideo.com orders only. To receive discount, enter code GAMEPRO7 at checkout. Expires 9/5/08.

E-COUPON

PRE-VIEWED MOVIES

as low as $4.95

RENT TODAY IN-STORE

COUPON

Rent One Movie or Game, Get One

FREE

MOVIE OR GAME RENTAL of Equal or Lesser Value

97000 00165

Check out our web site at www.FamilyVideo.com to find the store nearest you. Limit 1 coupon per customer per promotion. Valid at all Family Video locations. Expires 9/5/08.

familyVideo

COUPON

action with potential party members and switching between main characters. While there aren't many folks who play Mario sports games without a partner, the entertaining story at play and the multitude of unlockable characters and stadiums (including Mario, Bowser, and Donkey Kong-themed fields, among others, playable at both night and day) could make the Challenge Mode worthwhile.

Of course, for the party-loving fan, Mario Super Sluggers is packed to the rafters with minigames. We got to try out a few, including one where players had to pitch baseballs into the mouths of incoming Piranha Plants and another where players had to break down a wall blocking pitches to an AI-controlled character, but another mode combines a multitude of minigame styles into the ultimate baseball party game. In Toy Box mode, one player is tasked with hitting while the other three have to catch the ball within a certain time limit. Each player uses a roulette wheel to determine the pitch direction, speed, and the item used in the field. Once the ball is hit, the fielders can attack each other, with one wielding a valuable item like a shell, bomb, or banana. Whoever has the ball at the end of the quick time limit is up to bat. If nobody is in possession of it, then the current batter gets another swing. It's simple, yet addictive and competitive. It's equal parts baseball, Smash Bros., and Mario Kart, and we can't wait to get a few more rounds in the next time we get our hands on this game.

Mario Super Sluggers hasn't been at the plate too long, but we like the look of its swing thus far. We've still got much more to learn about how it plays, but this prospect hasn't let us down before.—**Dave Rudden**

THE LINEUP:

Forget Smash Bros., Mario Super Sluggers has by far the biggest Nintendo-themed roster around. Here's all of the main characters and a large portion of the teammates you can play with:

MAIN

- Birdo
- Bowser
- Bowser Jr.
- Daisy
- Diddy Kong
- Donkey Kong
- Luigi
- Mario
- Princess Peach
- Waluigi
- Wario
- Yoshi

TEAMMATES

- Baby Donkey Kong
- Baby Mario
- Baby Luigi
- Baby Peach
- Blooper
- Blue Yoshi
- Boo
- Dixie Kong
- Dry Bones
- Funky Kong
- Goomba
- Hammer Bro
- King Boo
- King K. Rool
- Koopa Troopa
- Koopa Paratroopa
- Magikoopa
- Mii
- Monty Mole
- Noki
- Paragoomba
- Petey Pirahna
- Pianta
- Red Yoshi
- Shy Guy

Complete your GAMEPRO Collection!

Are you missing an issue of *GamePro*? We have these and many more of our past issues still available!

If you are missing just one *GamePro*, or would like to buy a whole set, go to www.gamepro.com/backissues

The new create-a-rocker mode allows you to customize every facet of your character.

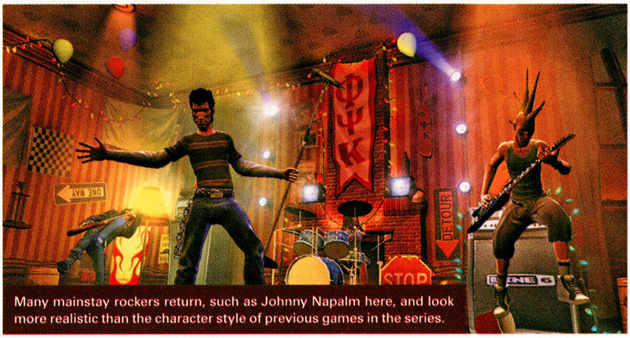
GUITAR HERO WORLD TOUR

Guitar Hero gets drums, vocals, and the ability to "record and release your own singles."

PS3 **Xbox 360** **Wii** **PS2**

■ Developer: Neversoft ■ Publisher: Activision ■ Release Date: Fall 2008

GUITAR HERO GOES on World Tour in 2008, and this time the whole band is invited. When last year's Legends of Rock featured the series' tried-and-true guitar peripheral only, Rock Band became the new hot item because of the drum set and microphone. As a huge Guitar Hero fan, I found Rock Band to be a more appealing music game to play with friends because of the new instruments. That's not to say Guitar Hero III was a complete let down, when in fact it's arguably the best Guitar Hero game in the series. That is, until now...



Many mainstay rockers return, such as Johnny Napalm here, and look more realistic than the character style of previous games in the series.

DRUMS HAVE LANDED

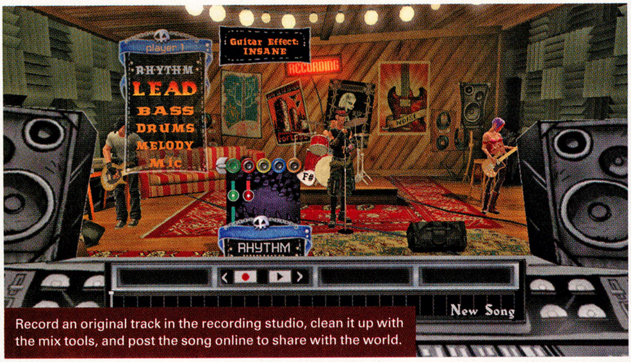
When Rock Band stepped up to the mic last year, the reception was obvious that drums and vocals were a fan favorite. That's why this year, Guitar Hero World Tour lunges onto the stage with two new instruments: drums and vocals (not to mention all new peripheral designs for the drum kit, microphone, and guitar).

The drum kit is still early in development according to project director Brian Bright, "there are only two of these that's been manufactured so far." But even for an early prototype, it was easy to see that Neversoft is on beat to develop a quiet and sturdy drum set. It's also quite different from Rock Band's drum kit. The biggest difference is the addition of two elevated cymbals: a high hat and crash. "Currently hitting both cymbals simultaneously initiates star power," said Bright, "but that's subject to change." Below the cymbals are the snare, tom one and tom two pads, which looked slightly larger in diameter than Rock Band's pads. But what I think most people will be happy to hear is that Guitar Hero's drum kit is almost dead silent. The cymbals and pads are made with synthetic rubber that felt approximately a half-inch thick, and enables the players to perform ricochet drum rolls just like a real drum set.

Unfortunately, the new guitar peripheral was not ready to be shown just yet, but Bright hinted at many new features on the guitar hardware itself that would tie in nicely to the next big feature being implemented into the game: the ability to record and release your own tracks.

BAND PRACTICE

The new recording studio, mixing tools, and online GH Tunes truly reinvents the Guitar Hero experience. The first step to recording an original song begins in the recording studio, where all four members of the band – guitar, bass, drums and vocals – jam in session with the ability to record at the flip of a switch. You start by choosing a scale, such as the



Record an original track in the recording studio, clean it up with the mix tools, and post the song online to share with the world.

A minor pentatonic, and that presets the five buttons on the guitar neck so you're never out of key. It looks like overwhelming system at first, but Neversoft has gone to great lengths to make the process more user friendly, such as providing a cheat sheet of basic chords for each scale. So let's say you're jamming out with some friends, and after ten minutes you feel like you have a solid tune. Simply hit the record button and you can now transfer those audio clips into the mixing studio.

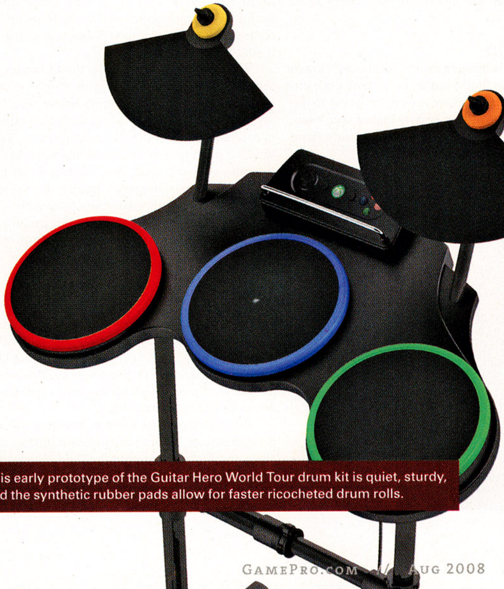
The mixing studio is where all the magic happens as songs are prepped to be shared online. So now that you have your pre-recorded tracks from the recording studio, it's time to cleanup the offbeat musicians with a nifty snap-to-beat function, loop tracks, and export the song to your Guitar Hero library. Experienced digital-musicians will have an easier time with this as the tools are very similar to many modern mixing programs, such as Garage Band or Pro Tools.

After you feel as though you recreated an even better version of Black Sabbath's "Iron Man," it's time to share it with the world. GH Tunes is the online suite where all user-created songs are stored, ranked, and downloaded.

With Guitar Hero's solid hardware design, new character creator, and over 90 master tracks in career mode, World Tour is shredding up to be the best Guitar Hero yet. Stay tuned to later issues of GamePro as we ramp up to unveil the new guitar peripheral and song list—**Travis Moses**

BASIC INFO

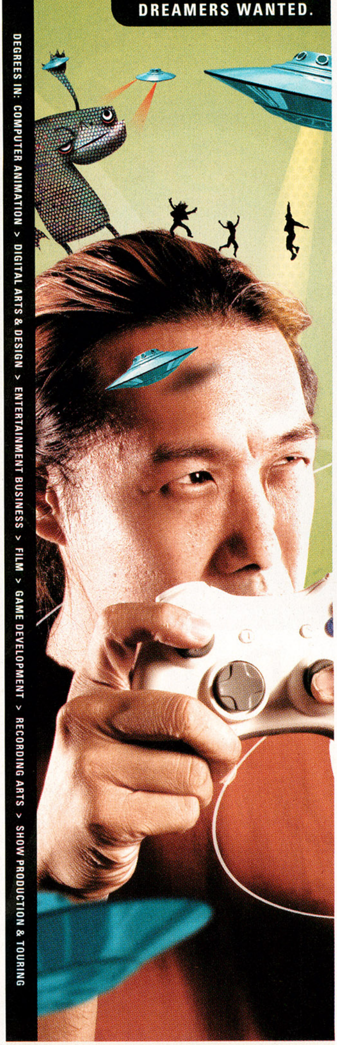
- Guitar Hero World Tour is the fourth installment in the music simulation Guitar Hero series. The game is in development with Neversoft, who previously worked on Guitar Hero III: Legends of Rock and Guitar Hero Aerosmith, and will be published by Activision and RedOctane.



This early prototype of the Guitar Hero World Tour drum kit is quiet, sturdy, and the synthetic rubber pads allow for faster ricocheted drum rolls.

DREAMERS WANTED.

DEGREES IN: COMPUTER ANIMATION > DIGITAL ARTS & DESIGN > ENTERTAINMENT BUSINESS > FILM > GAME DEVELOPMENT > RECORDING ARTS > SHOW PRODUCTION & TOURING



SCHOOL OF GAME DEVELOPMENT

800.226.7625 3300 University Boulevard • Winter Park, FL 32792

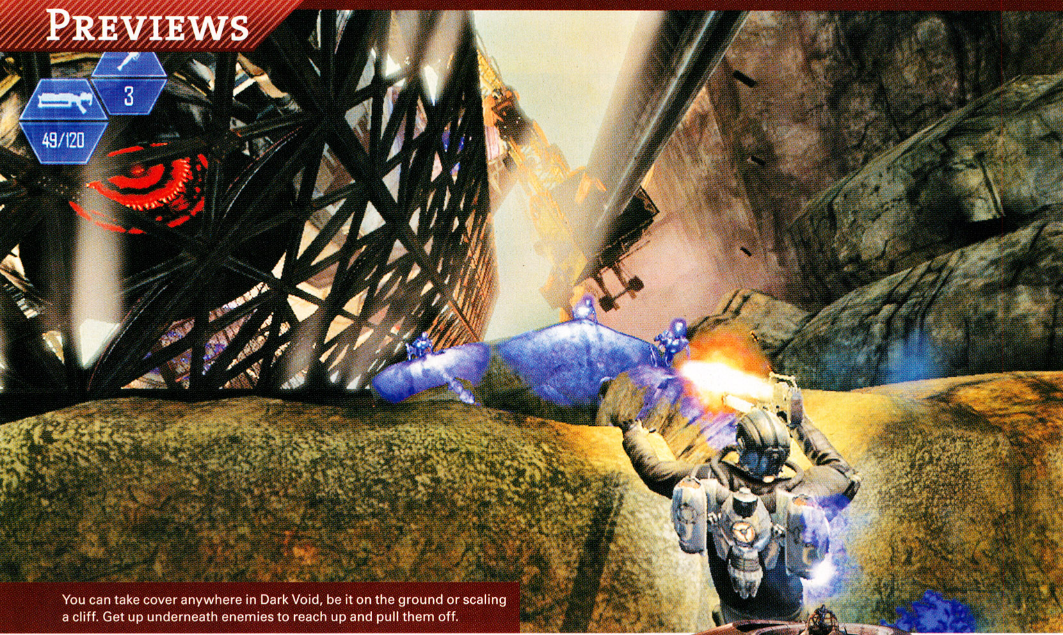
Financial aid available to those who qualify • Career development assistance • Accredited School, ACCSCT

ONE OF THE TOP FIVE GAME-DEGREE PROGRAMS IN THE WORLD
— Electronic Gaming Monthly

FULL SAIL
Real World Education

fullsail.com

© 2006 Full Sail Inc. All rights reserved.



You can take cover anywhere in Dark Void, be it on the ground or scaling a cliff. Get up underneath enemies to reach up and pull them off.

DARK VOID

You've always wanted a jet pack. Now you have one.

PS3 **Xbox 360** **PC**

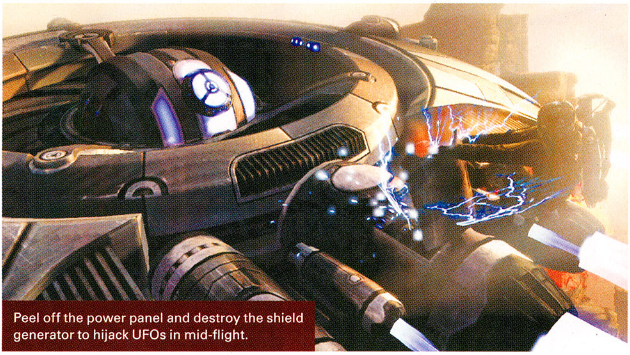
■ Developer: Airtight Games ■ Publisher: Capcom ■ Release Date: Early 2009

Welcome to Dark Void. The worst place to be for a simple cargo pilot such as myself, but a playground of exploratory wonder for gamers like you. My name is Will and I will be your tour guide through "the Void." What is the Void, you ask? To be honest I'm not too sure myself. As far as I can tell, it's a parallel universe hidden inside the bowels of the Bermuda Triangle—or, the Devil's Triangle. Yes, that infamous region off the Atlantic coast of Florida where a number of aircraft have mysteriously disappeared due to "reasons unknown." At least that's what the reports say...

LOST IN VOID

How I got here is not important. Well okay, I crash landed a routine flight, but as I said that's not important. What is important is how I'm going to get the hell out of here. This is why I need your help. I need a third-person gamer with a steady hand to shoot, climb, and fly me back to the real world. I figured it would be best to keep the on-ground and in-flight mechanics relatively familiar (think Gears of War and Crimson Skies, respectively). If it ain't broke don't fix it, right?

You'll lead me through the Void from an over-the-shoulder camera view with a tight focus on shooting—that is until I get my hands on a trusty jet pack (more on that in a moment). Anyhow, this is probably a good time to mention the "Watchers," an alien race of technoheads who don't like humans such as, well, me. Luckily, I ran into a group of human survivors before the Watchers found me, who equipped yours truly with a standard arsenal including a pistol and assault rifle, but I noticed some of them carried strange robotic weapons...probably Watcher technology.

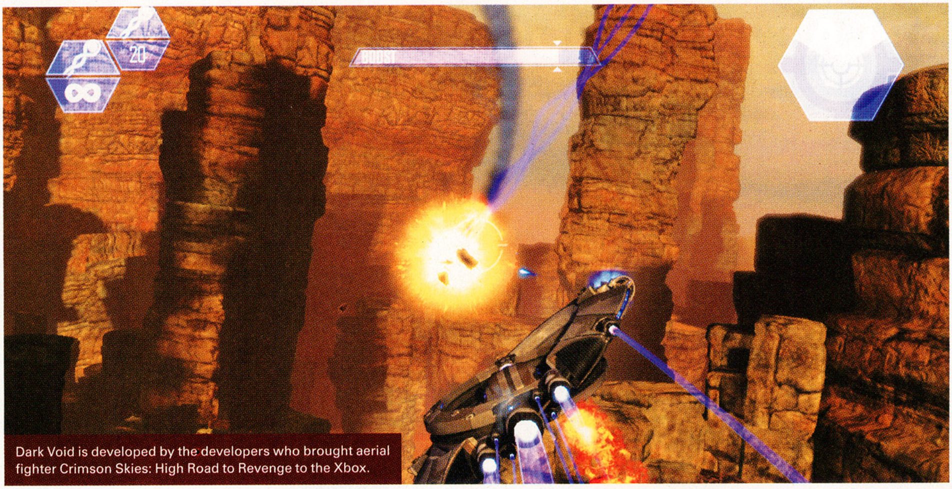


Peel off the power panel and destroy the shield generator to hijack UFOs in mid-flight.

THE SKY(BOX) IS THE LIMIT

In the real world I may be your everyday cargo pilot, but in the Void I am Will the Rocketeer, a classic film in my opinion. Once you help me find a jet pack, I can take flight, scale cliffs, and hijack UFOs. I don't know why we're given a janky "hover pack" at first, but I guess it's best to walk before run—or hover before fly in this case.

When you get around to it, however, I'd prefer a "rocket pack" which enables me to take to the skies and fly freely around the Void. The Watcher technology is alien to me, but this stuff upgrades surprisingly easy. The same goes for weapons. As we progress through this dark adventure together,



Dark Void is developed by the developers who brought aerial fighter Crimson Skies: High Road to Revenge to the Xbox.

more and more Watcher technology will become available to discover and upgrade equipment.

Did I mention I like to rock climb in my free time? I'm talking massive vertical cliffs of madness. Here, a jet pack makes it 10 times easier. If you position me just right, I can climb any vertical cliff by jump-boosting from underneath rock protrusions. It's just like taking cover on-foot, but I'll be scaling a treacherous cliff face instead. You can aim me to propel at enemies, or I can simply grab and pull them off. I prefer the latter—it saves ammunition.

SKYJACK

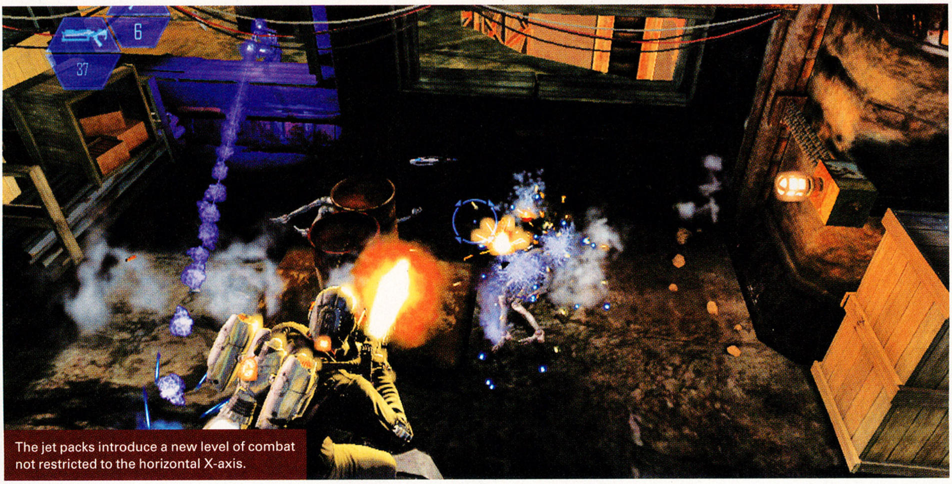
There are also these pesky UFOs with anti-me guns and energy shields that like to come around at the most inopportune moments. We're not going to put up with them, are we? Fly me close enough to the UFO and I will grab hold of it. Dodge me around the anti-personnel gun and help me pry open the control panel so I can stomp the alien pilot and hijack his ride. And whoa, you'd be surprised at how easy it is to fly one of these babies—it's just like playing that Crimson Skies game. I can boost to mach speeds and it even has photon cannons so I can blow things up.

My creators have also implemented a "grip system" similar to Shadow of the Colossus. The grip system indicates how long I am able to hold on when blasted by too many bullets. When the grip meter reaches zero, I'll plummet. Luckily, I've got a jet pack to catch my fall. The grip system is button-combo based and allows for some interesting last-minute saves.

HIGHLIGHTS

- The game is a fast-paced blend between on-foot and aerial combat.
- Take flight with a jet pack and hijack UFOs.
- Close-combat kills are both brutal and satisfying.

I think you gamers are really going to enjoy this Dark Void adventure starring me, Will the cargo pilot. It's got guns, jet packs, killer alien robots, and UFOs. What more could you ask for? I'll try and update you on the fly, but this may be the last chance I get to write before our adventure begins in early 2009. If this is the last time we speak, then I'll see you early next year.—**Travis Moses**



The jet packs introduce a new level of combat not restricted to the horizontal X-axis.

SPLATTERHOUSE

Perhaps the most violent game ever made.

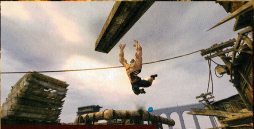
PS3 **Xbox 360** ■ **Developer: BottleRocket Entertainment** ■ **Publisher: Namco Bandai** ■ **Release Date: 2009**

Splatterhouse hit arcades in 1988, and was one of the first games to ever receive a parental advisory warning, four years before Mortal Kombat shocked the nation with its over-the-top violence and gore.

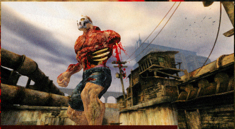
Now Splatterhouse is getting a PlayStation 3 and Xbox 360 revival. The story line borrows liberally from horror pioneer H.P. Lovecraft. You'll control Rick, a Miskatonic University student who studies the ways of the undead. After a vicious attack that sees Rick's girlfriend kidnapped by trans-dimensional ghouls, Rick finds an ancient mask that bestows unspeakable power on its wearer. Rick quickly learns that the invading monsters were summoned into the world by his necrobiology professor and now arch nemesis, Dr. West.

The original Splatterhouse games were side-scrolling beat-em ups in which players bashed through 2D zombies and demons using lead pipes, cleavers, and the occasional shotgun. For Rick's PS3 and Xbox 360 outing, the graphics have taken a quantum leap, but the gameplay retains its action-brawler roots. With a trusty two-by-four, or an enemy's severed arm, Rick smashes his way through hordes of monsters and gruesome bosses. As Rick takes damage, his body will begin to decay, exposing the underlying muscle tissue and bone structure. It's a shocking spin on Halo's health regeneration system, and helps you determine Rick's health at a glance.

Splatterhouse will appeal to fans of ultra-violent action games such as God of War II and Ninja Gaiden II. Look for it on the PS3 and Xbox 360 in 2009.—**Travis Moses**



Platform jumps add an element of exploration.



Rick's injuries help you gauge your health at a glance.

Like its name suggests, Splatterhouse is gory. *Really* Gory.

RESISTANCE 2

BIGGE BE

ER IS TTER

Three game modes, 60 players, and a 300-foot tall monster:

How Resistance 2 is taking first-person shooters to new heights.

CONTINUED ▶

After Chicago fell to the invaders, the survivors were quickly converted into Chimera slaves. These Grim infest Chicago's back alleys, leaping out of windows and scrabbling from darkened doorways to attack. Their yellow eyes, spider-like movements, and vast numbers make them an intimidating sight.

"Chicago is enemy territory now," Ted Price explains. "The Chimera have been testing the United States' defenses, and Chicago is one region that we abandoned to the Chimera." Price, the CEO of Insomniac Games, is setting up a key single-player portion of Resistance 2, the studio's highly anticipated PlayStation 3 exclusive. What followed were 20 of the most intense minutes we've ever spent in a first-person shooter.

Controller in hand, we are immediately thrust into a nightmarish scenario. Chicago has fallen to the Chimera, a race of grotesque alien invaders, and the city streets are teeming with hybrid creatures called Grim. At first, these skeletal figures lurk in the shadowy fringes, but the slightest sound causes them to burst into frenzied life. Trapped by the narrow confines of the back alleys, our squad is quickly overrun by screeching Grim. We fight back fiercely, mowing down dozens of the ghoulish creatures. But for every one we kill, two more pop up in its place.

It's a memorable action scene, but only one moment from Resistance 2's single-player Campaign mode, which has never been seen or played outside of Insomniac Games' offices until today.

THE CONFLICT CONTINUES

Resistance: Fall of Man still stands as one of the best PlayStation 3 games on the market. A sci-fi shooter set in an alternate-history 1951, the original game told the tale of Sgt. Nathan Hale, an ordinary grunt yanked into an extraordinary situation: a devastating, *War of the Worlds*-style alien invasion of Great Britain. During the battle Hale was exposed to a mutagenic infection that transforms its victims into mindless Chimera hybrids. But by some twist of fate, Hale didn't succumb to the virus. Thanks to an innate viral resistance, he adopted some of the speed and regenerative abilities of the Chimera. With the help of his new powers, Hale spearheaded a decisive assault on Chimera-occupied London, wiped out the aliens' neural network, and liberated Great Britain from the Chimera scourge.

But the Chimera were just getting started. Resistance 2's Campaign mode picks up moments

after the conclusion of the first game. Hale has been kidnapped by a black-ops military team and rushed into an unmarked aircraft bound for Iceland, home of a top-secret American research base that's working to reverse engineer the Chimera's advanced technology. In Iceland, Hale also learns that he's not alone. "Hale is inducted into The Sentinels," Price says, "a group of soldiers who share Hale's resistance to the Chimera virus." Shortly after Hale meets the Sentinels, the Chimera learn of the Americans' plans and launch an immediate attack on the Iceland base. In the first act of Resistance 2's Campaign, Hale and the Sentinels clash with the Chimera's invasion forces and ultimately escape, landing safely back in the United States.

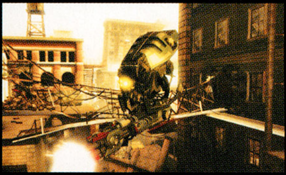
Two years pass. The Sentinels have become the last hope of the shattered American fighting forces. But despite spending the last two years fending off the Chimera's increasingly bold attacks, the situation is growing more desperate by the second. The Chimera infestation has already claimed several U.S. cities, and the out-gunned American military are being squeezed by a simultaneous East Coast-West Coast invasion. Following a titanic battle to save San Francisco, the Sentinels learn of an important Chimera communications hub located inside Chicago. Thinking quickly, they launch a surprise attack in hopes of shutting down the Chimera for good. Of course, it's not going to be quite that simple.

CONTINUED ▶

ENEMY MINE

A sampling of the beasts we battled in Resistance 2.

Hybrids: These frontline soldiers are Chimera-human hybrids. They're joined by more advanced Steelheads that carry wall-penetrating Augers.



Hunter Drones: Hunter drones attack from the sky and are surprisingly well armored. Tag 'em with the Bullseye!

Chameleon: Chameleons use cloaking devices to get in close, then attack when your back is turned.

ALSO SPOTTED

Titans, Leapers, Stalkers

Echo Team fights alongside you, but Hale frequently goes off on his own to accomplish special objectives.

Resistance 2's weapons feel more powerful, but you can only carry two at a time.

FOUR HORSEMEN

Which brings us back to our tour of Chimera-occupied Chicago. In Resistance 2's Campaign, Hale's one-man army days are over. Now Lt. Hale leads a squad of Sentinels called Echo Team. We fight alongside our Sentinel buddies, and they hide behind cover and take potshots at nearby enemies. Some encounters are specifically designed to encourage squad work, such as covering Echo Team with the sniper rifle while they deactivate enemy defenses.

Echo Team is handy in a fight, but their real purpose is even more immediate: relating critical information to the player. Compared to the first game's rather sparse storytelling, Resistance 2 bombards the player with updates from the home front. While fighting through Chicago, our fellow Sentinels whispered urgently to each other, spouting off battle conditions, quips, and storyline developments in rapid succession. Hale's Sentinel sidekicks have individual personalities and back stories, and will factor prominently in the game's storyline.

You'll also pick up war updates by eavesdropping on radio broadcasts and other bits of news that pepper the Campaign mode. Series fans will finally learn some hard facts about the ever-elusive Chimera race, including what, precisely, their final goal is. And as for Hale, the Chimera threat may end up being the least of his problems. "Hale is still fighting the virus," Price says. "He's resistant, but only to an extent." Hale is finding it harder and harder to hold onto his humanity, and his time may be running out. Price confirms that Hale will undergo a metamorphosis of some kind during the course of the Campaign, already evidenced by his Chimera-like glowing eyes. Concerning Hale's fate, Price said that there are "creepy" developments in store.

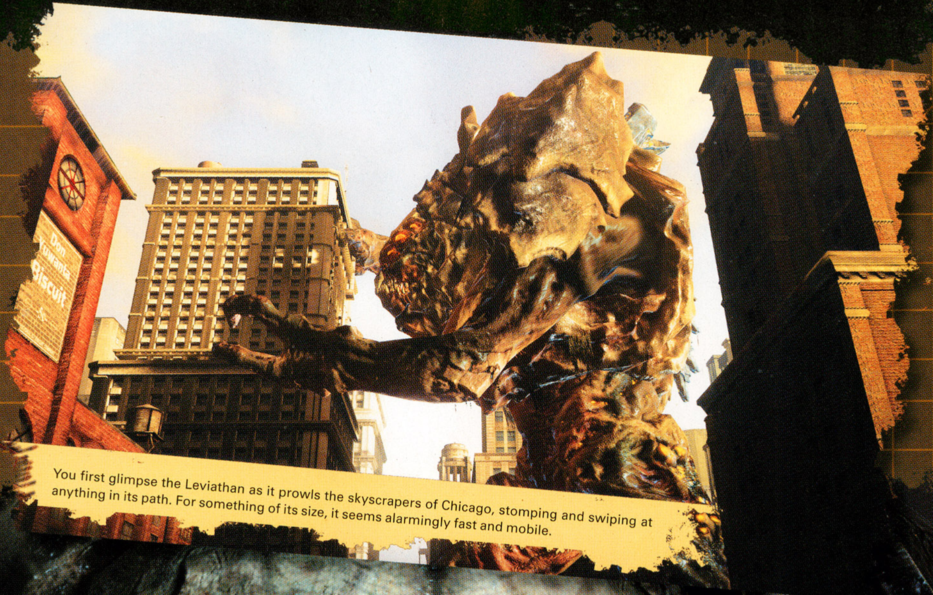
SHADOW OF THE COLOSSUS

But not as creepy as some of the enemies Hale will face. Throughout the Chicago level that we played, we encountered Chimera forces consisting of all shapes and sizes. Hunter-killer drones patrolled the skies. Ghoulish Grims infested the back alleys. An amphibious Fury circled the waters around us menacingly as we hopped across half-submerged cars. But nothing prepared us for what we encountered next.

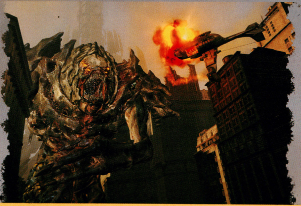
It's called the Leviathan. When Insomniac Games began work on Resistance 2, the project leader playfully suggested that the team include a boss monster that was 100 feet tall. "We did him one better," says senior designer Drew Murray. "We gave him a 300-foot tall monster!" The Leviathan is a stunning sight: it towers over skyscrapers, swats aircraft out of the sky like gnats, and instantly demotes other video game bosses to plastic action figures. At first, you'll only catch quick, *Cloverfield*-style glimpses of the Leviathan as it prowls past (and through) the Chicago skyline. But before long, you'll get an up-close look when the Leviathan grabs Hale and tries to swallow him whole, like an elephant popping a Tic-Tac. During these moments, you must fire rockets down the Leviathan's enormous mouth in order to escape death-by-snacking. After administering the rocket appetizers, Hale leads the Leviathan on an explosive chase through Chicago's soaring skyscrapers, dodging its earth-shaking attacks by darting through windows and down stairways. Bullets are useless against the Leviathan, and anti-tank rockets bounce off like spitballs. How do you kill something that's 300 feet tall?

The answer comes when Hale receives urgent new orders. A demolitions team has hastily rigged an explosive charge to a nearby bridge, and the resulting explosion may be enough to take out the Leviathan once and for all. Hale must now position

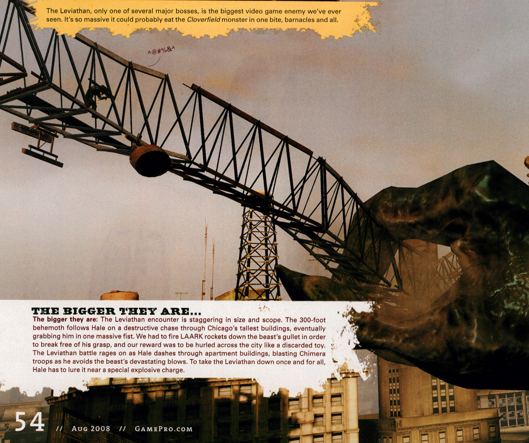
CONTINUED ▶



You first glimpse the Leviathan as it prowls the skyscrapers of Chicago, stomping and swiping at anything in its path. For something of its size, it seems alarmingly fast and mobile.



The Leviathan, only one of several major bosses, is the biggest video game enemy we've ever seen. It's so massive it could probably eat the *Cloverfield* monster in one bite, barnacles and all.

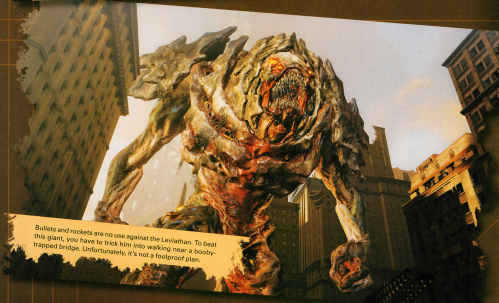


THE BIGGER THEY ARE...

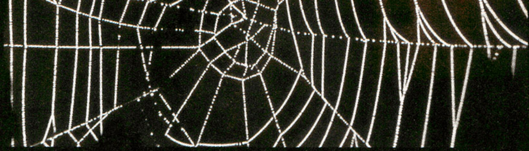
The bigger they are: The Leviathan encounter is staggering in size and scope. The 300-foot behemoth follows Hale on a destructive chase through Chicago's tallest buildings, eventually grabbing him in one massive fist. We had to fire LAARK rockets down the beast's gullet in order to break free of his grasp, and our reward was to be hurled across the city like a discarded toy. The Leviathan battle rages on as Hale dashes through apartment buildings, blasting Chimera troops as he avoids the beast's devastating blows. To take the Leviathan down once and for all, Hale has to lure it near a special explosive charge.

CONTINUED ▶

Cooperative and Competitive are the Yin and Yang of Resistance 2's online experience. You'll need to play both modes to earn all the rewards and unlockable equipment.



Bullets and rockets are no use against the Leviathan. To beat this giant, you have to trick him into walking near a booby-trapped bridge. Unfortunately, it's not a foolproof plan.



SPOTTED: THE SPIDER GRENADE

Based on stolen Chimera technology, the new Spider grenade vomits up a great glob of black ooze, which grows in an ever-expanding radius. The spider web-like tendrils grow up walls, across floors, and even into windows as they burn like napalm.

the beast under the bridge, so he lures it closer bit by bit, firing LAARK rockets to draw its attention. But just as the Leviathan moves within range of the bomb, the plan goes heart-stoppingly wrong. We won't spoil exactly how the battle ends, but it's a spectacular set piece and just one of several major boss encounters in Resistance 2's Campaign.

CAST OF THOUSANDS

But titanic foes are only a fraction of the Chimera's forces. We also clashed with sheer overwhelming numbers of Chimera troops in the new online Cooperative campaign. Cooperative mode follows a different storyline than the Campaign, pitting eight players against hordes of rampaging Chimera. We picked up a controller to play a round of Cooperative, and it was an intense experience. Once the game began, it took mere seconds for our eight-man team to be overwhelmed by a crushing tidal wave of incoming Chimera troops. Massive *Starship Troopers*-style enemy onslaughts are par for the course in Resistance 2's epic Cooperative mode: our group often battled 20 or 30 different Chimera at a time, with reinforcements constantly streaming in. We also encountered a tough boss creature, and it took the combined firepower of all eight players to finally bring the uber-beast crashing to its knees. Our reward was a collectible artifact that will unlock new equipment, both cosmetic and functional, in the final game.

Massive numbers are also a major highlight of Resistance 2's new online Competitive mode, which drops two armies of players into a sprawling war zone. Online, the norm is 60-player battles—nearly twice the players of most online shooters. But Insomniac is dead-set on eliminating the chaos and confusion that would plague a super-sized team deathmatch game, so they've implemented some safeguards to keep 60-player battles sane. Both teams are comprised of small squads that individually complete objectives for the team's greater good. From a distance, the effect is seamless: a fluid 60-player battle fought between two enormous armies. But on the front lines, our squad was constantly focused on completing a stream of lightning-fast objectives, whether storming a fortified base or fighting off an enemy raid. We always knew exactly what to do and where to go with the help of incoming radio messages and other helpful intel.

SIZE MATTERS

After playing everything Resistance 2 has to offer, we were most struck by its sheer size and scope. Between the gameplay-rich Campaign, Cooperative, and Competitive modes, Resistance 2 packs in enough variety to entice almost any breed of shooter fan. The battle begins this November. GP

Sid Shuman loves Ramen noodles, *Blade Runner: The Final Cut* on Blu-ray, and recently earned over 19 million points in Super Stardust HD's Endless mode. Beat that!

Email Sid at: sid_shuman@gamepro.com

WIN A BETA CODE

Want to be the first to play Resistance 2?

Win a beta code exclusively with GamePro!

Head to gamepro.com/resistance 2_beta for entry details!

THE CO-OP CREW

Choose from a trio of specialized classes in Resistance 2's new eight-player Cooperative campaign.

Soldier: Soldiers are combat specialists who come armed with powerful miniguns. With the help of their energy shields, Soldiers can hold off enemies and push their group deeper into enemy territory.

Medic: His healing weapon siphons energy every time he shoots an enemy. With enough energy, he can fire rocket launcher-like healing bursts at his teammates, or drop medkits to heal all nearby allies.

Special Ops: The sniper of the group, Spec-Ops players gain experience for distributing ammo to nearby teammates. He can earn and distribute "advanced ammo" that will increase his teammates' weapon power.

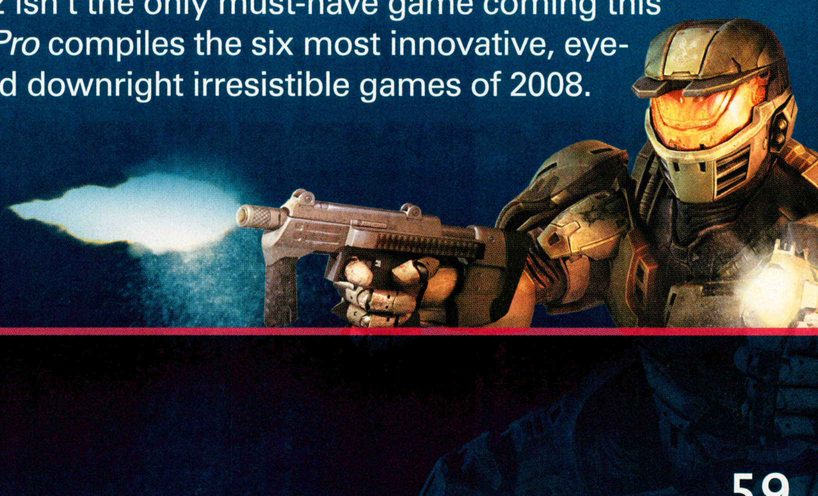
THE IRRESIS

6 GAMES THAT W

TIBLES

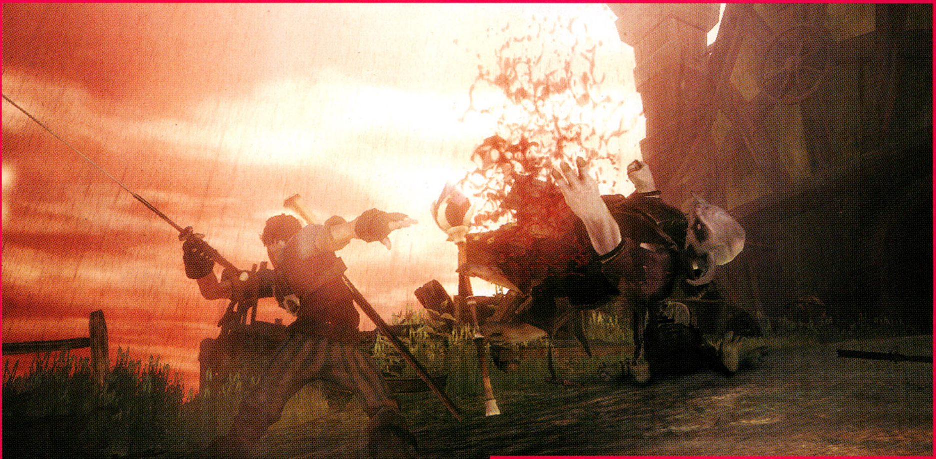
LL CHANGE 2008

Resistance 2 isn't the only must-have game coming this year. *GamePro* compiles the six most innovative, eye-catching, and downright irresistible games of 2008.

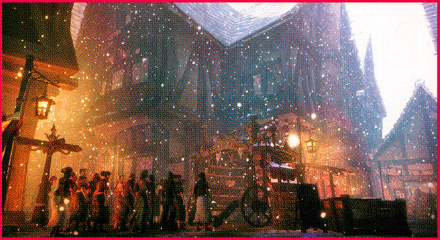


FABLE 2

• Xbox 360 • Fall 2008



To tap into Fable 2's simple but deep combat system, you'll need to hand-pick special skills in your chosen profession. Here, a swordsman shows off a high-level Flourish finishing move.



Fable 2's world is huge and interactive. If you see a castle looming on the horizon, you can travel there and undertake new missions.

A ROLE-PLAYING GAME OF CONSEQUENCE

What defines you? Peter Molyneux isn't asking you the question; he wants you to ask it of yourself. Do you only feel fulfilled when others praise you? Do you want what others have? Or are you prepared to give of yourself for the benefit of others; to trade away your looks, your family, or the love of your children for the life of a stranger? Could you give up what makes you who you are, if it meant giving that back to someone you've never met?

"I said, stupidly, that we were going to create the greatest role-playing game of all time," Molyneux admitted at last year's E^3, reminded of the grandiose promises he made of Fable, his Xbox RPG. "That was a pretty dumb thing for anybody to say. But," he smiled, "we're still going to create the greatest role-playing game of all time."

FREEDOM LIKE YOU'VE NEVER EXPERIENCED

Molyneux was talking about Fable 2, the long-awaited delivery on his promise of an utterly open-world RPG in which your actions affect everything about your character—looks, abilities, and interactions. But the original experience was depressingly linear. "Fable was very much a corridor-based game," he admitted at Microsoft's recent Spring Showcase event in San Francisco. "There was no free-roaming. In Fable 2, we've completely opened up the environments. If it looks like you can get there, you can get there."

Once you're there, you'll have the freedom to interact with the local denizens as much or as little as you please. All the NPCs in the game are living lives you can be a part of. One community, for example, is made up of a band of travelling gypsies. "You're free to go and chat up, get engaged to, and marry any of the people there," Molyneux explained. "You can move your family into one of these gypsy caravans. You can buy any or all of the caravans. You can become known as the head of the gypsy camp. It's completely up to you."

Marriage is nothing new to Fable, of course, and fans of the franchise may well be shrugging their shoulders at the prospect. In Fable 2, though, your marriages and families are a lot more important, because their safety, wellbeing, and relationships to you aren't set in stone. Everything you do can have effects on them, even when you're doing the supposedly "right" thing.

Combat is a rush, but it won't pay the bills. To earn cash, you've got to take a job.

THE GOOD
Molyneux has been toying with gamers' emotions for over two decades. His capable hands have been in everything from Theme Park and Dungeon Keeper to Populous and Black and White. If there's anyone who could deliver on Fable 2, it's him.

THE BAD
For all its success, Fable was a too-short, too-linear letdown according to a lot of fans. That promise of openness can't be a half-truth this time around.

THE IRRESISTIBLE
With too many first-of-its-kind gameplay features to list, and a designer that's itching to make due, Fable 2 is our best-guess RPG of the year.

FOR EVERY CHOICE, A CONSEQUENCE

Molyneux described a point in the storyline in which a group of dark creatures must be appeased. A bound and beautiful young girl is unveiled before you, and you're given a choice. Neither of you will die, but one of you must suffer intense pain and torment, and will come out of the ordeal with permanent—and disfiguring—scars.

So you must choose: Do you get take the punishment, or does she? On the surface, the "good" answer seems obvious; isn't sacrifice always the nobler route? But the effect of this torture will permanently change how NPCs interact with you, even making your children run screaming. Is doing the right thing worth the penalty?

Molyneux hinted that choices may affect more than just your appearance. In order to progress on the path of good, you may have to give up hard-earned abilities. The idea, he said, is to make consequence a core element of the game—so much so that every choice is itself a consequence of another choice. "Sometimes being cruel," he said, "is the kindest thing you can do."

MAKING YOUR OWN PLAY

Freedom influences every facet of Fable 2, not just the role-playing aspects. As you gain experience, for example, you can spend that experience leveling up your different combat abilities, and you can do so in any order you want—there's no skill tree to speak of. It's not the most complex system of combat, but it's exceedingly intuitive: The X button on the Xbox 360 gamepad controls melee combat, the Y button controls ranged combat, and the B button controls spells. You can choose to buy different upgrades for each button (such as rhythmic combos or hold-and-release "flourishes") while skipping upgrades you don't care about.

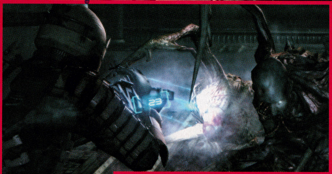
You can also interact with, and alter, the outcomes of the game's cutscenes on the fly. We're not just talking about Assassin's Creed-style camera shifts; you can choose to change your character's expressions or even move around an area during the cinemas, shifting the course of an entire storyline with a flippant remark or a thoughtless laugh.

Everything you experience in Fable 2 is the result of your freedom of choice. This autumn, if Peter Molyneux's promises come to fruition, that freedom will mark one of the most liberating—and enticing—games of all time.

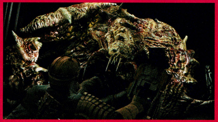
CONTINUED ▶

DEAD SPACE

• PS3/Xbox 360 • October 2008



The Necromorphs are comprised of gnarled bone, gnashing teeth, and little else. Blast 'em to hell!



Some Necromorphs are larger than others. Wait until you see what lives in the air ducts...

THE GOOD

When EA gives 18 hand-picked developers the go-ahead to create a new Mature-rated horror franchise, the gaming world takes notice. This is a blockbuster development team that's hoping to create a blockbuster game.

THE BAD

The style and controls are right out of Resident Evil 4, and the gameplay could grow repetitious if not carefully balanced. EA will need to be very clever with level design and story development if it wants to ensure that Dead Space is an out-of-this-world horror game.

THE IRRESISTIBLE

Gorgeous visuals and perverse dismemberment got us hooked; the fear factor reeled us in. If EA delivers the scares this Halloween, we'll be theirs for the taking.

SURVIVAL HORROR GOES SCI-FI

You don't need much to put a survival-horror game together. Take a third-person, over-the-shoulder shooter, set it in a dark, cramped environment, make the ammo scarce and the monsters plentiful, and you're about half of the way there. But EA made the decision to go the extra mile with Dead Space, and it shows. This isn't just Resident Evil in space. No, this is something else.

DEEP SPACE BIND

Dead Space is the story of a communications engineer named Isaac Clarke. Clarke's been sent on a mission to repair the long-range transmitter of a deep-space "planet cracker," the USG Ishimura. This behemoth of a ship picks apart dead planets to harvest their raw materials. But communication failures aren't the only problem aboard Ishimura. The ship's mining efforts have somehow opened a gaping hole in the planet and released an alien plague called the Necromorph. Now, separated from his teammates and armed with an ever-dwindling supply of mining tools-turned-weapons, Clarke's got to find his way back to the scant survivors on the Ishimura. And from there, somehow, get to safety.

Standing in his way are monstrosities that are unlike anything horror gaming has ever seen. The Necromorphs are evolving, unspeakable beings that adapt to your attacks mid-battle, like The Thing on a bad acid trip. Slice off an arm, and the beast will sprout tentacles and keep right on coming. Slice off its legs, and it'll grow new ones as it crawls its way closer. Slice off its head, and...well, that's when things get ugly. Sometimes the only way to down a Necromorph permanently will be to utterly shred it, blasting limbs and tentacles and gore until there's nothing left to grow back. In a pinch, you can use Clarke's stasis field device to grab and hurl the Necromorphs' bladed appendages right back at them. Clarke's arsenal of mining lasers and plasma cutters help to sever said limbs, but their ammo is predictably scarce. You'll have to keep a sharp eye on the gauges for your makeshift weapons.

EVIL UPGRADE

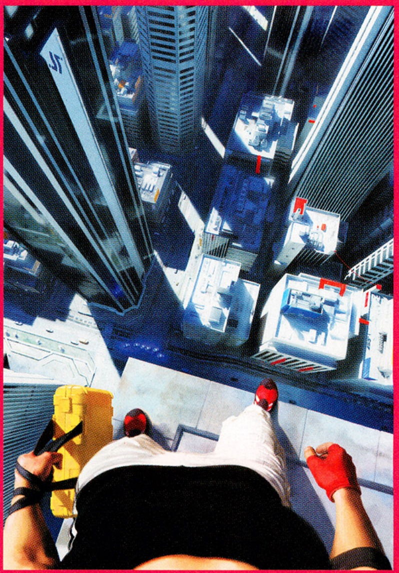
Those gauges are another way Dead Space stands out. Rather than display ammo counters and life meters in the corners of the screen, all the data is displayed on Clarke's body. A vertical readout on his spine measures health, while holographic displays on either shoulder measure his suit's internal air supply and stasis field power level. The ammunition meter, a hologram, is visible over Clarke's shooting arm, making it painfully clear how quickly you'll spend those last few plasma cutter rounds.

The suit itself is a simple marvel, a contraption that the developers are calling "The Rig." It sports magnetic boots to keep Clarke firmly planted to any surface (especially helpful in those zero-G situations), a small oxygen tank to keep him alive in a vacuum (if only for a few brief seconds), and best of all, a stasis field generator that lets him pause time (helpful in those moments of sheer panic). Occasional puzzles will test your zero-g abilities as you leap from ceiling to floor and back again, and your spatial skills as you replace jammed machinery using the stasis gun.

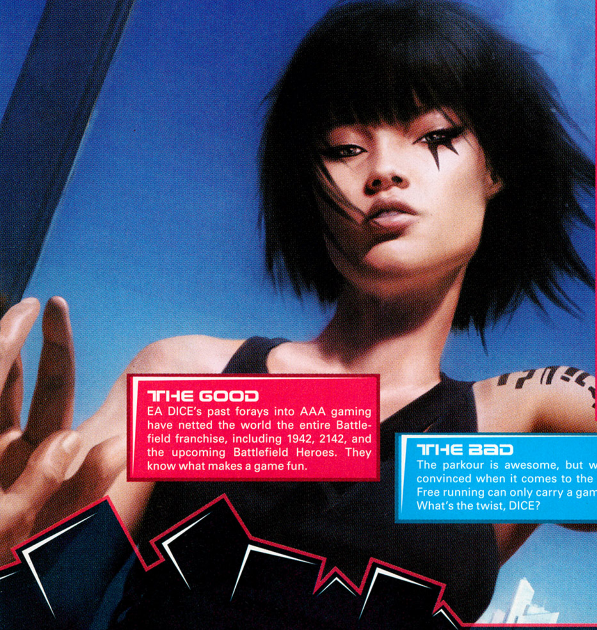
The lights are switched off, the curtains are pulled closed, and the volume knob on the 5.1 surround sound system is turned all the way to the right. The conditions are primed: It's time to get scared. We're ready. Are you?

MIRROR'S EDGE

• PS3/Xbox 360 • Fall 2008



Those red paths are your ticket to freedom.



THE GOOD

EA DICE's past forays into AAA gaming have netted the world the entire Battlefield franchise, including 1942, 2142, and the upcoming Battlefield Heroes. They know what makes a game fun.

THE BAD

The parkour is awesome, but we're not convinced when it comes to the combat. Free running can only carry a game so far. What's the twist, DICE?

THE IRRESISTIBLE

It's not often that a game takes as great a leap as Mirror's Edge is taking on the journey toward originality. If the story and combat live up to the visuals, we'll all be flying high.

THE SKY IS YOUR PLAYGROUND

Rarely are gamers stunned to silence, but Mirror's Edge demands your utmost attention. You are, after all, sprinting across the pearl-white concrete of a rooftop playground, swinging beneath piping and leaping over vents, dashing down makeshift zip lines and running along walls. The only sounds in the still air are the labored gasps of your own breathing and the pattering footfalls of gloved feet on whitewashed stucco.

There is nothing but the motion, the perfectly-captured elegance of the French art of free running, parkour. Speaking would break the harmony of the scene, the flow of the run. Speaking would break the magic.

EA DICE, the developers that helped to define multiplayer gaming with the Battlefield series, has set its iron sights on a fluid, single-player experience unlike anything we've seen. Parkour has been done before, yes—Prince of Persia and Assassin's Creed did a handy job of it, in fact—but this is the first time a developer has gambled on making a first-person free runner. Mirror's Edge pits you against a too-perfect totalitarian city as Faith, a runner who carries messages between outposts of the city's underground resistance, away from the prying eyes of the government. Digital traffic gets intercepted; it's up to Faith and her fellow runners to keep the lines of physical communication open.

To do so, Faith employs parkour: the art of using the body to move from place to place as quickly and efficiently as possible. In controlling Faith, you'll use contextual buttons and camera movements to define her motions, while simultaneously working to keep her momentum as constant as possible. Need to slip beneath a web of drainage pipes? Hit the "down" button to somersault under the net. Want to leap over a gap? Get your momentum going and hit the "up" button to vault into the sky. Traversing a thin ledge? Keep a steady eye on your feet as you're shimmying along so you don't lose your balance.

Still, it's not all running, jumping, and climbing skyscrapers. Faith will also have access to an arsenal of ranged weapons and melee combat moves. Plus, in addition to dealing out damage, the "aggression" button can be used to break through windows or knock down doors. There's no HUD or life meter; instead, as Faith gets hurt, the world drains of color saturation, and bright whites and primary colors edge towards bleak grays.

It's set to be a very different kind of first-person experience, but we're willing to bet that DICE's gamble will pay off handsomely. The magic of Mirror's Edge is show-stopping.

CONTINUED ▶

HALO WARS

• Xbox 360 • Fall 2008

THE GOOD
Ensemble has spent 13 years honing its skills in RTS development. There are no more experienced masters of the genre in the world.

THE BAD
Almost all of Ensemble's efforts have gone towards a single franchise, wrapped around the same fundamental gameplay. Breaking from their roots to create a sci-fi, console-based game is going to take everything they've got.

THE IRRESISTIBLE
No one has yet mastered the console RTS, but if anyone can take us back to Halo's deepest roots while re-imagining the genre at the same time, it's these guys.

A SPARTAN APPROACH TO STRATEGY

It's been done before, but never quite like this. Ensemble Studios, the real-time strategy pioneer that brought gamers Age of Empires, is building a top-down RTS from the ground up. There's no porting of PC gameplay or jerry-rigging of control schemes here. With the blessing and full support of Halo creator Bungie Studios, Ensemble is crafting Halo Wars piece by loving piece to face both the benefits and limitations of a console RTS head-on.

Set two decades before the discovery of the titular Halo ring-worlds, Halo Wars will give players a new perspective on their battles against the alien Covenant. No longer in the boots of the Master Chief alone, you'll now command whole battalions in mankind's earliest engagements against the hatred-spewing alien menace. Forget about lone heroes charging down twisting canyons or lighting up cramped corridors. Out here, packs of Warthogs scramble alongside lumbering Elephants (the prototype forms of Halo 3's Sandtrap stars), striding Cyclops (mechanized armors for UNSC troops), and prowling Wolverines (anti-air tracked tanks). UNSC marines sprint between cover and hurl grenades at entrenched Jackals, reinforced by precision SPARTAN strike teams. Hornets scream through the sky in blistering dogfights with Covenant Banshees, while you call down orbital MAC strikes on Scarabs from your command ship, Spirit of Fire.

It's sprawling. It's visceral. It controls like a dream. And it's very, very Halo. Getting there, of course, was no small feat. Ensemble took a three-step approach to its development of Halo Wars, starting with the controls. Months of effort went in to designing a seamless layout for the Xbox 360 gamepad that emphasizes the kind of easy unit selection and rapid camera movement that's taken for granted on the PC. Next, the studio built a radial menu system to let players perform complex tasks (such as unit building, queuing, and waypointing) with a flick of the thumbstick.

Only once the controls were set and the UI was perfected did the team finally start work on making the game play like a Halo game should play. The result? Warthogs power-slide around hairpin turns, marines cheer when Spartans charge into battle, and Hunters move in pairs, methodically smashing your infantrymen to pieces. Everything that made you love Halo is here. Only this time around, it's not just one man at your fingertips. It's an army.

Will it all work out? If what we've played is any clue, hell yeah. Strategy gamer or not, come October you'll want to be playing the first console-exclusive RTS to get everything right.

FALLOUT 3

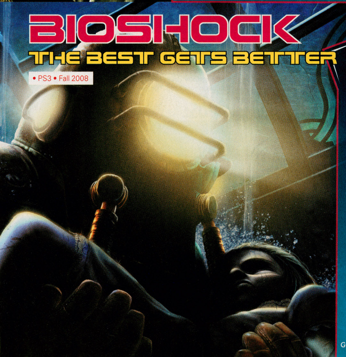
THE RPG OF THE FUTURE

• PS3/Xbox 360 • Fall 2008

It's an RPG as only Bethesda can make them. Built atop the same engine and by the same team that brought us The Elder Scrolls IV: Oblivion, Fallout 3 is the resurrection of a franchise that has lain in dormancy for 10 years. But Bethesda is stirring a few new features into its take on the series, such as the Vault-Tec Assisted Targeting System, or V.A.T.S., which lets you pause time and target individual enemy body parts for more accurate (and spectacularly bloody) kills. Depending on your choices, combat can either be a fast-paced bloodfest or a turn-based chess match.

Your decisions will, in fact, affect a great deal of your Fallout 3 experience. Dealing with the consequences of your actions is a central theme in Fallout, and Bethesda's take on the universe is definitely karmic. Whenever you're faced with a decision, you'll be able to act good, neutral, or evil, and every choice you make can affect the endgame. With over 200 variant endings, that's one hell of a lot of important decisions.

The biggest decision is still before us: to play, or not to play. Fortunately, it's also the easiest. Fallout 3 is set to be one of the must-experience RPGs of the year. We'll definitely be playing.



BIOSHOCK

THE BEST GETS BETTER

• PS3 • Fall 2008

Last year, BioShock came out of nowhere to win the hearts and minds of discriminating gamers. The disturbing storyline—a tale of designer genetic mutation, insurrection, and madness—is the hook, but the sleek shooting and haunted beauty made it a resounding modern-day classic, as evidenced by its multiple Game of the Year awards.

Now Take Two Marin is hard at work finishing the long-awaited, much-rumored PS3 port of BioShock. We're expecting minor graphical enhancements, the new plasmid powers found in the Xbox 360 version's downloadable content, and possibly a few other surprises as well. Though the game experience will largely be the same, BioShock is the perfect chance for PS3 owners to find out what all the hype was about...and to start daydreaming about the inevitable BioShock 2.

RAPTURE METRO

WiiFAT™

How to Win at Wii Fit without Breaking a Sweat

Nintendo's newest hit, Wii Fit, is getting gamers off their couches and burning calories. That's all well and good for them, but what about the folks who want to cut corners and earn rewards with little effort? You may have thought Wii Fit wasn't for cheaters, but we've found four methods that will have you breaking the rules instead of breaking a sweat. Go ahead—we won't tell.

Shake and Fake

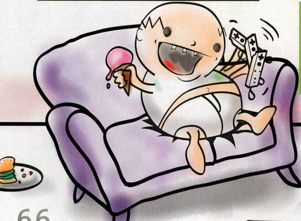
While the vast majority of exercises in Wii Fit are done using the Balance Board, the three running activities in the game (basic run, two-player run, and free run) require you to stick the Wii Remote in your pocket and jog in place. Trick the game into thinking that you're actually doing these exercises by simply jiggling the Wii Remote in your hand. The joke's on Wii!

Pros:

- You don't have to run. That means no sweaty armpits, greasy hair, or hard work.
- You can shake the Wii Remote from the comfort of your couch.
- It's much easier to maintain a constant pace this way, so you'll earn better scores.

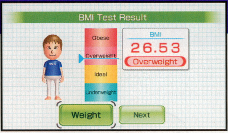
Cons:

- Your wrist, or whatever body part you use to wiggle the Wii Remote, will eventually get tired.
- The running events are long and shaking can get tedious fast. Just like running in real life!

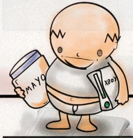


Weight Lies

You can meet the weight loss goal you set in the game without actually shedding a single pound. Prior to setting your target weight, add extra weight to your body using materials you have on hand. Wearing a backpack filled with heavy objects is one of the better ways to pack on some artificial pounds. As you play the game, gradually subtract "weight" every time you weigh in.

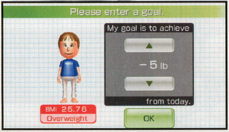

BMI Test Result

BMI 26.53 Overweight



Pros:

- The pressure to lose weight as a result of playing the game is gone.
- You can impress your friends and fellow gamers by sharing your remarkable "progress."


Please enter a goal.

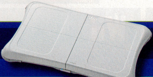
My goal is to achieve −5 lb from today.

BMI 25.76 Overweight

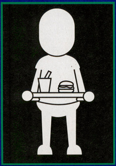
Cons:

- You're still a fat ass...seriously, chubby, put down the fork.
- You might make up the removed weight with some extra pounds of your own.

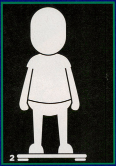
Balance Bored



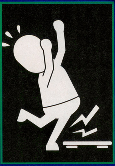
Instead of not working out, try using the Balance Board for these activities!



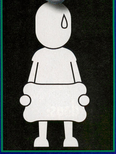
- If you clean the board off, it makes a delightful **food tray**.



- Cursed by cupboards that are two inches out of reach? Use **the world's shortest footstool**.



- Place it by a doorway, invite your friend into the room, and **watch him trip!**

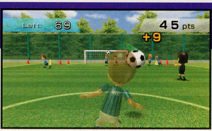


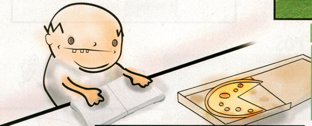
- Carry it around to **conceal any embarrassing stains!**

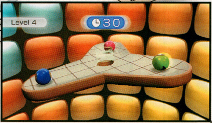
CONTINUED ▶

All Hands on Deck

Unless your name is David Beckham, you're probably better skilled with your hands than your feet. Unfortunately, most of Wii Fit's balance games require some serious maneuvering using your weak and brittle hips and legs. Instead, put your slightly less-atrophied arms to work by placing your palms on the feet-friendly Balance Board.







Pros:

- Balance games like Soccer Heading and Table Tilt are made extremely easy with this method. Impress your friends with your amazing high scores!
- You needn't stand to partake in the many events Wii Fit has to offer.

Cons:

- You're putting your hands on a surface others may have stained with their sweaty socks.
- You have to rest the board on a solid surface instead of your lap, which detracts from the lazy factor.

Fiid Wii

Chow down on some of these one-handed foods! You'll have to use the Wii Remote for menu navigation and a few mini-games, but that leaves your other appendage free to feed your face. Here are the *GamePro* staff's favorite one-handed foods.

Ice Cream Bars:

For a fine finish to your one-handed meal, grab a delicious ice cream bar and enjoy a chocolate-encased chunk of your favorite flavor. We're going with Cherry Garcia, but Cookie Dough or Vanilla make acceptable substitutes.

Corn dogs:

For those who want a more well-rounded meal, the corn dog is your new best friend. It has a healthy serving of meat (sort of), vegetables (sort of), plus with a wooden stick that you can chew on or throw once you're done.

Popcorn Chicken:

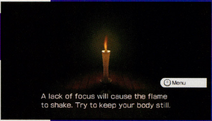
Drinking fried chicken has never been easier since the invention of popcorn chicken. Just fill up a glass with your favorite brand of fried chicken bits and *voila*.

Burritos:

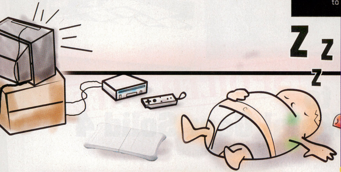
A delicious tube of meat, beans, cheese, and rice encased by a nutritious tortilla, the burrito is a messy delight that will give you the energy you need to struggle through a long session of sitting around and doing nothing.

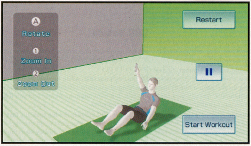
Just (Don't) Do It

In work and school, sometimes just showing up is all it takes to pass. Why not put that use for fitness-based gaming as well? When the game asks you to get atop the board and press A, why bother getting on at all? Maybe Wii Fit will just think you're really light...



A lack of focus will cause the flame to shake. Try to keep your body still.





Pros:

- You still get time credits that unlock new mini-games. Of course, since you used this method, you probably won't want to play them, either.
- This is the only method of cheating that you can actually partake in while lying down.

Cons:

- Even though you'll get time credit, you will fail at every event every time. Hope nobody sees your pathetic high scores!
- Doing absolutely nothing in one minute increments is actually pretty difficult, since you have to pay a modicum of attention to the game.

Mii Fit

Create and destroy these fitness celebs to make up for your pathetic lethargy.

Billy Banks:

The Tae-Bo king is a huge proponent of high-impact aerobics with his faux martial-art workout. Truly kick his Tae-Butt in Wii Sports Boxing.

Jared from Subway:

This sandwich-sucking nerd blamed his original 425 lb weight on playing too many video games as a kid. We're guessing it was actually the second trip to the lunch line every day. Prove your advanced reflexes by destroying him in WarioWare: Smooth Moves.

Richard Simmons:

He's been sweating to the oldies for decades now, hawking Deal-a-Meals and generally being annoying. Out-dance this fool in Wii Fit's dance mini-game.

Patrick Shaw runs OMGHorror.com, SlobsofGaming.com, and has been spending way too much time this month shouting at the television while playing Mario Strikers Charged online.

Reach him at pshaw@gamepro.com

Dave Rudden is *GamePro's* features editor and the creator of OMGLists.com. He hoped to merge the two this month and reprint "9 Underrated Sandwiches" to complement this article, but was shot down.

Reach him at drudden@gamepro.com

42 Secrets to SPOILER-FREE Mastering Metal Gear Solid 4

GamePro presents a spoiler-free guide to Metal Gear Solid 4: Guns of the Patriots. We help you master the game *without* blowing the surprises that await.

Stealth Basics

Though shooting will get you through most of the game, you'll encounter a few scenarios where stealth isn't an option but a requirement.

1 Watch your Camouflage rating. This is located in the upper-right hand corner of the screen. The higher that number is, the better; the maximum Camo rating is 100.

2 Crawl, crawl, crawl your way to stealth. Crawling on your belly (press and hold ×) is the single best sneaking move in the game, and will get you through most stealth scenarios unfazed.

3 Keep an eye on your environment. Avoid light sources, sneak past threats while concealed behind objects (cars, fences, even grass), and lie perfectly still if you detect that the guards are getting suspicious.

Food is Life

You'll find three main healing items in Metal Gear Solid 4: Rations, Ramen Noodles, and the Regain energy drink. They all have their advantages.

1 Equip Rations during intense combat. Snake will automatically heal himself, even if he takes fatal damage, as long as you keep a health item equipped. There's a trade-off, though: you can't equip other items when you're holding food.

2. Noodles are a godsend. Ramen Noodles aren't just tasty, they're one of the best healing items in the game. The hot, delicious broth boosts Snake's Psyche meter as well as his health.

The Solid Eye

This inventory item packs in a lot of features, including motion sensors, plus optional night vision and binocular modes.

1 The Solid Eye will locate hidden items for you. In its default vision mode, equipping the Solid Eye will highlight and identify enemies and allies, as well as nearby hidden items. If you need to scavenge for supplies, the Solid Eye is your best friend.

2 The Solid Eye makes you more vulnerable. When you equip the Solid Eye, you won't be able to automatically heal by holding Rations or food. If you're in a tough battle, drop the Solid Eye and grab a fistful of Noodles instead.

3 Night vision will show recent footprints. Because it can see in the infrared spectrum, you'll often be able to spot enemy footprints when using the night vision mode (highlight the Solid Eye by holding L2, then tap △).

CQC Basics

Close-quarters combat, or CQC, is effective against many human enemies in Metal Gear Solid 4. You've got to be quick, though, or you'll get a knife in the ribs.

1 You can't use CQC while holding a gun. Small one-handed weapons (pistols, grenades, knives) are fine, but hold anything bigger and you'll just shove your enemy.

2 The best CQC move is the hip toss. It's fast, silent, and reliable. Run up next to an enemy, then press and hold R1. Snake will quickly slam the enemy to the ground, knocking him out instantly.

Reducing Stress

"Stress" is an important concept in Metal Gear Solid 4. Stress reflects Snake's well-being in various battle conditions.

1 Keep Stress as low as possible. As Snake's Stress rating climbs, his "Psyche" meter will begin to drain. If his Psyche meter drops out, Snake's hands will shake, ruining his accuracy, and he won't regenerate health between battles.

2 Stay away from stressful situations. If Snake lingers too long in a heated battle, his Stress will rise. But other environmental factors will also raise Stress, such as smelly objects (dumpsters, dirty toilets), hot sun, and other unpleasant conditions.

3 If all else fails, use a Compress. This warming pad will counteract the effects of stressful conditions. Flipping through a Playboy magazine (in first-person mode) will also reduce Snake's Stress. Later in the game, you'll find an item that you can equip to further relieve Stress.

Beating the Beauties

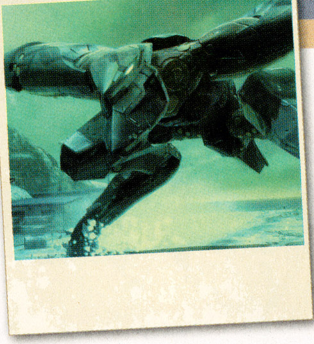
The Beauty & The Beast unit represent four of the toughest encounters in the game. These subtle hints will lend a hand without blowing any surprises.

1. **Think heavier thoughts when battling Raging Raven.** Raven seems to have some powerful weapons. Maybe you should return the favor?
2. **Precision may help against Screaming Mantis.** See anything bright or colorful? Maybe you should shoot it...but you may get more than you bargained for.
3. **Slow down when fighting Laughing Octopus.** By crouching or lying down (tap or press and hold ×), Snake's "threat ring" will show nearby dangers.
4. **Keep your Eyes open when fighting Crying Wolf.** Watch your tracks, and don't forget to reach out and touch someone should the opportunity arise.

Octo-camo Secrets

Snake's Octo-camo armor will blend in with his surroundings. But to maximize its effectiveness, master these secrets.

1. **Octo-camo must touch a surface to mimic it.** You have to lie on the ground (hold ×) or press against a wall (press △) for Octo-camo to mimic its color and texture. It won't activate if you're running around.
2. **Octo-camo won't activate if you're moving.** This holds especially true while you're lying down. Crawling across one surface color (a black floor) to another (a white floor) is dangerous. You must briefly pause on the new surface for Octo-camo to mimic it.
3. **Other Octo-camo secrets**. You can shake the PlayStation 3 controller at any time, even during cut-scenes, to revert the Octo-camo to its default color. You can also save sharp-looking camouflage textures in the options menu for later use.



Firearm Basics

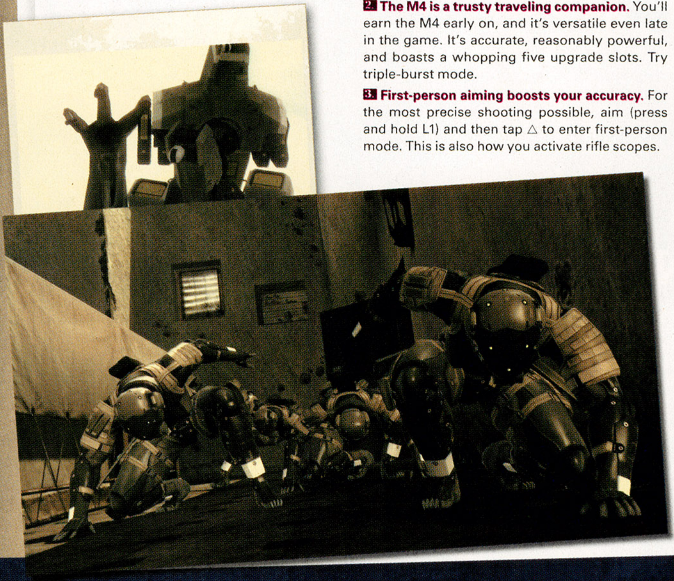
Metal Gear Solid 4 has some seriously intense shooting. If you choose to go in guns blazing, be sure to read these tips.

1. **Fire in short, controlled bursts.** Pray-and-spray strategies won't work well in MGS4: the recoil will throw off your aim. Instead, fire off rapid volleys of one or two bullets at a time for maximum accuracy.
2. **Always go for head shots.** Shooting at legs, arms, or other body parts can take three or four hits to drop a foe. Instead, always aim for the head to drop your target with one shot.

Advanced Weapon Tactics

Metal Gear Solid 4 excels as a shooter thanks in large part to its massive arsenal of over 70 weapons. Here are some hints for maximizing your firepower.

1. **Mods are a Snake's best friend.** You can upgrade many of the weapons in MGS4 by highlighting the weapon in the options menu and attaching mods. Recoil grips, laser sights, and rifle scopes are top choices.
2. **The M4 is a trusty traveling companion.** You'll earn the M4 early on, and it's versatile even late in the game. It's accurate, reasonably powerful, and boasts a whopping five upgrade slots. Try triple-burst mode.
3. **First-person aiming boosts your accuracy.** For the most precise shooting possible, aim (press and hold L1) and then tap △ to enter first-person mode. This is also how you activate rifle scopes.



Boss Basics

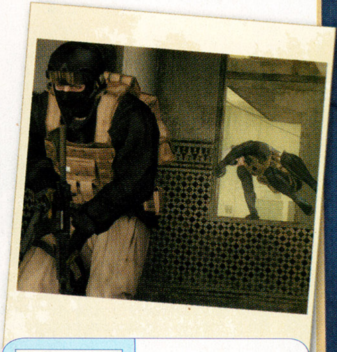
Metal Gear Solid 4 has many, many boss encounters. Here are some hints that will give you an edge without spoiling the experience.

1. **Remember your inventory.** You'll occasionally come across bosses that can't be defeated using raw firepower. It might be worth poking through your items and guns to see if you find anything you could use.
2. **When in doubt, check the controls.** Tap the Select button to see a full layout of your control scheme. There are times when you'll need to learn a different way of playing—you'll know when you get there.
3. **There are multiple ways to beat most bosses.** With few exceptions, you can battle any boss using lethal (guns) or nonlethal (tranquilizers, CQC) force. Depending on your tactics, the encounter will be different...try using a different approach next time you play!

Advanced Enemy Strategies

Some enemies are harder than others. Here are some useful ways to turn the tide just when it looks like the battle is lost.

1. **Outer Haven troops are immune to CQC...or are they?** If you try to use CQC tactics against the armored Outer Haven "frog" soldiers, you'll be caught in a bind. But all is not lost: wiggle your way to freedom, and look for the right time to tap △.
2. **Don't fight Geckos unless you must.** While you can whittle down a Gecko with prolonged firepower, this is a dangerous tactic. Don't get too close to a Gecko, either, or you'll get a devastating kick in return.
3. **When infiltrating, use the MK22 tranquilizer pistol.** Enemy soldiers are usually unconcerned by tranquilizer attacks: if they encounter sleeping victims, they'll just wake them up. Remember to aim for the head.



Sid Shuman enjoys long moonlit walks, reruns of *Battlestar Galactica*, and blowing the crap out of opponents in Metal Gear Online.

Email Sid at: sid_shuman@gamepro.com

GAME OF THE MONTH

FINAL FANTASY IV

Imagine for a moment that a video game company had the audacity to release and re-release one of its titles a grand total of four times on four different platforms. Then imagine the company had the nerve to try and release it again, this time on the Nintendo DS. You'd come to the obvious conclusion that the company was just in it for the money, right? That they were milking the cow for all its worth in a shameless attempt to fill their bank accounts? And you would further assume that the game itself would just be a pathetic port that wasn't even worth bothering with, wouldn't you?

With most companies, the answer would be "yes" to all counts. But when the company in question is Square Enix, and when the game is a part of the most beloved RPG franchises in gaming—Final Fantasy—the answer is a resounding "no."

Despite its previous release on the SNES, PlayStation, WonderSwan Color, and Game Boy Advance systems, and despite the fact it's 17 years old, Final Fantasy IV on the DS is still an amazing game, a true testament not only to the care that Square Enix puts into their games but to the lengths that they will go to in order to ensure their titles withstand the test of time. With an updated graphics engine and subtle refinements, this version of FFIV is the best yet, and it retains the sense of wonder and magic that made it a bona fide hit all those years ago and the clear winner of our coveted Game of the Month award.

Will Herring, a member of *GamePro*'s crack editorial intern staff, was given the task of trekking his way through the game and he returned with a grand tale of intrigue and adventure. So read on and see why this is one game you should definitely play through again.

GAME REVIEWS:

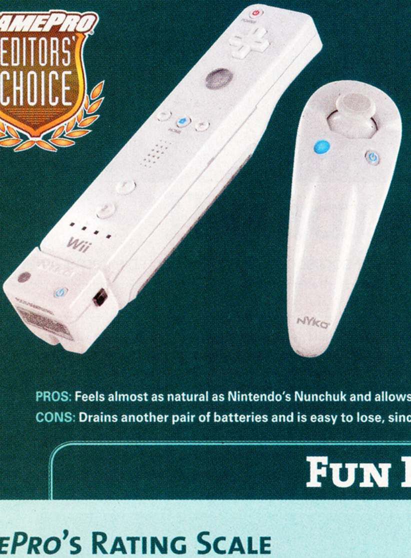
Battlefield: Bad Company (Xbox 360)....78
Boom Blox (Wii)....82
Dragon Ball Z: Burst Limit (PS3)....83
Final Fantasy IV (DS)....80
GRID (Xbox 360)....79
Haze (PS3)....77
Mass Effect (PC)....84
Ninja Gaiden II (Xbox 360)....74
Robert Ludlum's The Bourne Conspiracy (Xbox 360)....81
Sid Meier's Civilization Revolution (PS3)....76

GAMEPRO LABS

Think it's all just fun and games here at *GamePro*? Nope, we get to test out some awesome hardware, too. This month, we take a look at Kama, a wireless Nunchuk for the Wii. Be sure to check GamePro.com for more reviews of the latest toys and gear!

NYKO KAMA WIRELESS Wii NUNCHUK

GAMEPRO EDITORS' CHOICE



Nyko's followed up its so-so Cord Free adapter for Nintendo's Nunchuk with a Wireless Nunchuk all its own, and it's safe to say that the company's been much more successful this time around. The Kama comes with an adaptor that snaps on to the Wii Remote, so it can sync with the handy accessory. The Kama feels almost as good as Nintendo's Nunchuk, and the syncing process is much easier than it was on the sometimes-finicky Cord-Free. While you will have to invest in a set of AAA batteries to power the Kama, the battery life is long enough for it to not be a major problem. If you need some space between your Wii accessories, then the Kama's worth your consideration.

PROS: Feels almost as natural as Nintendo's Nunchuk and allows for the total wireless control experience.

CONS: Drains another pair of batteries and is easy to lose, since it isn't tethered to the Wii Remote.

FUN FACTOR: 4.50

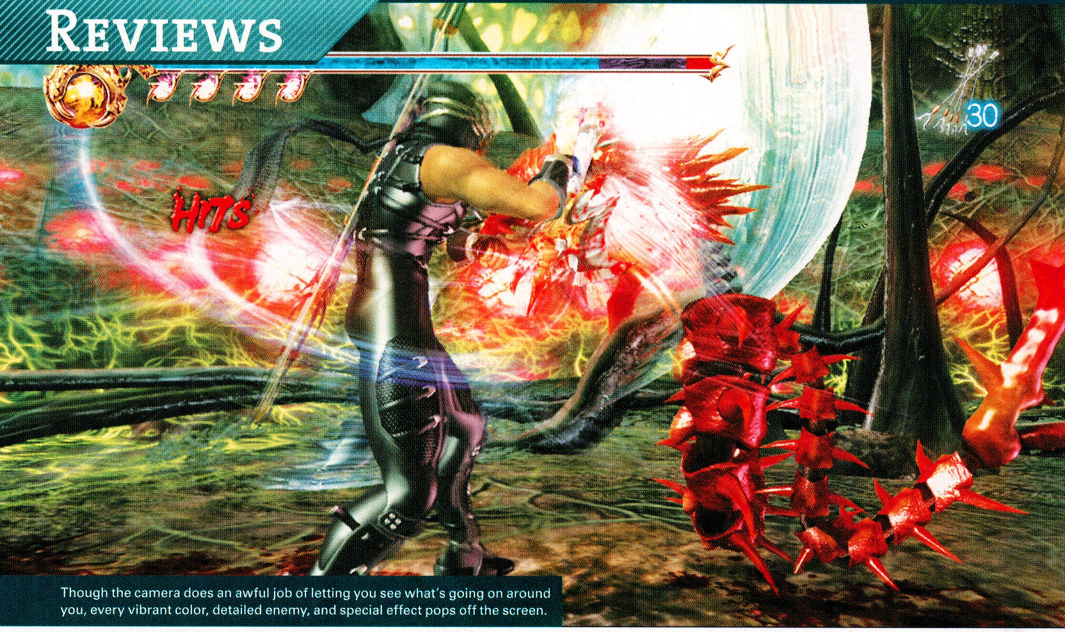
GAMEPRO'S RATING SCALE

Behind the numbers:

5.00–4.50	The best of the best. If you don't own this game, you should. Think Halo, Zelda, Resident Evil, and Metal Gear Solid.
4.25–3.50	Highly enjoyable, but falls short of true greatness. The Fight Nights and Tony Hawks of the world.
3.25–2.50	Approach with caution—try before you buy. Enter the Matrix and the Dynasty Warriors games fall squarely in this category.
2.25–1.50	Should come with a sticker: "Warning, contains poisonous amounts of suckage." Remember Backyard Wrestling?
1.25–0.00	An absolute insult to humanity. Kill it with fire and holy water.

GAMEPRO EDITORS' CHOICE

Games that score 4.50 or higher are awarded our coveted Editors' Choice Award.



Though the camera does an awful job of letting you see what's going on around you, every vibrant color, detailed enemy, and special effect pops off the screen.

NINJA GAIDEN II

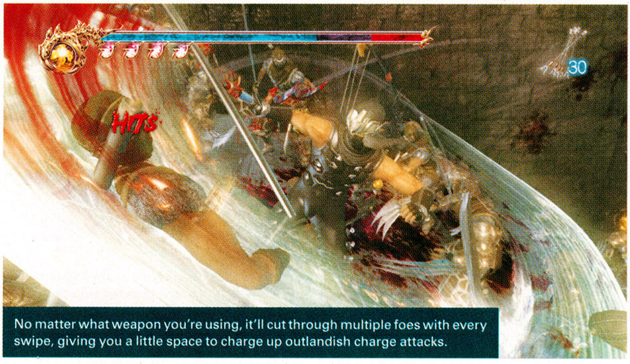
Ryu's still a deadly force of nature, but somebody needs to teach his cameraman how to point and shoot.

Xbox 360 **ESRB: M** ■ Developer: Tecmo/Team Ninja ■ Publisher: Microsoft

Ninja Gaiden reinvented an action classic and set the bar for viciously demanding combat. Ryu Hayabusa's lost none of his acrobatic vigor or combat prowess, but a few troubling problems keep this sequel from the soaring heights of a master.

THE BIG SHOW

On the eve of a massive invasion of Tokyo by the Black Spider Ninja Clan, Special Agent Sonia waits for iconic ninja Ryu Hayabusa at Muramasa's shop with a message, but is kidnapped before she can deliver it. Thus begins a roller coaster that'll take Ryu from the streets of New York City to strange worlds where human feet have never dared to tread. Okay, so you won't find much in the way of coherent storytelling or characterization in Ninja Gaiden II, but what the tale lacks in craftsmanship it makes up for with plentiful moments of jaw-dropping spectacle.

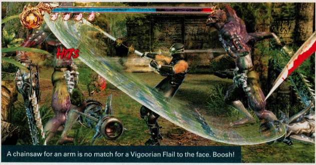


No matter what weapon you're using, it'll cut through multiple foes with every swipe, giving you a little space to charge up outlandish charge attacks.

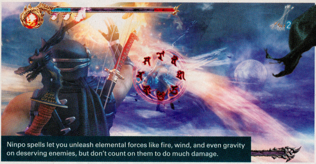
As inspired as some of the set pieces are, like a werewolf-infested tour of Venice or the steep slopes of Mount Fuji, each is an almost completely linear romp through paths that wander to and fro with no apparent logic or purpose. Injected into these staged spaces are doors to break down and invisible lines to cross, which trigger armies of foes that rush out of nowhere. Though the graphics are certainly slick, you'll never feel like you're exploring a living world, but rather the third-person melee action equivalent of a rail shooter. The occasional jumping puzzle or 20-second key hunt breaks up the monotony a bit, but they're too few and far between to even qualify as bona fide elements of play.

RAINING BLOOD

Luckily, the sterile nature of the nevertheless detailed environments fades into the background any time you're fighting through teeming crowds of fleet-footed ninjas, horned demons, winged beasts, and creepy crawlies. These aren't Kung Fu Theater rejects who wait patiently for their turn to get pummeled, either: they'll tear into you with incredible speed and effectiveness if you don't learn to block, dash-dodge, counter, and charge-attack like a pro. Sheer visceral spectacle is where Ninja Gaiden II shines the brightest, filling the screen with a gory and ever-shifting maelstrom of colorful costumes, amputated limbs, spraying bodily fluids, and the metallic streaks of Ryu's chosen weapon.



A chainsaw for an arm is no match for a Vigoorian Flail to the face. Boosh!



Ninpo spells let you unleash elemental forces like fire, wind, and even gravity on deserving enemies, but don't count on them to do much damage.

There's trouble in this cinematic paradise, though. The most common cause of death for the skilled warrior is an obstinate camera that's plainly unconcerned with giving you a decent view of the action half the time. Ryu regularly jumps completely off-screen during attacks in any area smaller than an arena. Ninja Gaiden II is perhaps the most blisteringly fastest-paced action combat game ever, and as such demands a prodigious level of timing skill, but how is a newcomer to acquire such skill when he must constantly fiddle with the viewpoint just to see what's going on? The ability to save and upload extended clips of your most impressive beat-downs with the Ninja Cinema system is wonderful, but we'd gladly trade it in for a camera that more effectively tracked the action.

CUTTING CREW

You start with just your Dragon Sword and ineffectual shurikens, but there's a wide array of weaponry and a handful of Ninpo spells if you inspect chests and fallen would-be heroes. From a Falcon's Talons gloves-and-boots set that makes Wolverine look like a Care Bear, to the far-reaching devastation of a kusari-gama—it's basically a scythe attached to a long chain—you have a varied arsenal of weaponry at your disposal. You can also upgrade each weapon to unlock huge lists of combos and special attacks. The projectile weapons aren't as awesome: you have options like incendiary shurikens and an underwater spear gun but they're merely novelties, and prove useful only when you come across specific obstacles that have been designed to take advantage of these airborne weapons. Only the Fiend's Bane Bow comes in handy with any regularity, and only because of foes who send bursts of unblockable rockets hurtling your way at a maddening rate.

This brings us to Ninja Gaiden II's biggest problem (aside from the fickle camera): its uneven difficulty. Hardcore fanatics of the last game will undoubtedly relish the challenges to be found here, but they'll also lament just how inconsistent those challenges are. You'll gain back considerable health each time you clear a wave of baddies, but some nameless side boss could take considerable experimentation to beat, while a climactic confrontation with a major character ends in half a minute. Sometimes you'll face two bosses in a row without a break, or die at the very end of an exhausting skirmish because the damn thing exploded without warning. There's a fairly broad line between intensely challenging and pointlessly aggravating, but Ninja Gaiden II still dances across it too often, even at the easiest difficulty.

SILENT BUT DEADLY

You might feel a weighty sense of accomplishment for enduring these uneven trials, and you'll undoubtedly enjoy the rich combat system and gorgeous visuals along the way, but by the end you're more likely to breathe a sigh of relief and move on than venture back for an even less forgiving encore. Ninja Gaiden II is a slick and thrill-packed action game, but it's nowhere near the masterpiece fans have been clamoring for. It's worth playing through and you'll have plenty of fun, but a finicky camera and uneven difficulty definitely cuts into the fun.—**Cameron Lewis**

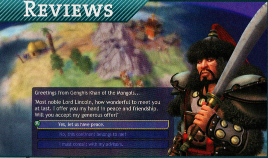
NG2 Get the link to **Ninja Gaiden II** screens and news sent to your e-mail. Text **NG2** to **59479**
Only standard text messaging rates apply

FUN FACTOR

3.75 OUT OF 5.00

PROS: Fast and beautiful combat action; tons of weapons and combos; amazing cinematics.

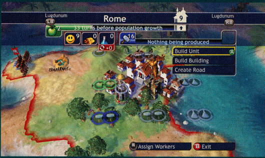
CONS: Persistent death by bad camera angles; inconsistent difficulty; token puzzle-solving.

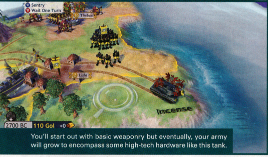


Greetings from Genghis Khan of the Mongols...

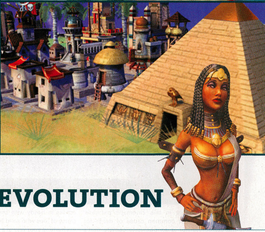
'Most noble Lord Lincoln, how wonderful to meet you at last. I offer you my hand in peace and friendship. Will you accept my generous offer?

Yes, let us have peace.
No, this continent belongs to me!
I must consult with my advisors.





You'll start out with basic weaponry but eventually, your army will grow to encompass some high-tech hardware like this tank.



SID MEIER'S
CIVILIZATION REVOLUTION

It just might be the smartest video game ever

PS3 **ESRB: 10+**

■ Developer: Firaxis ■ Publisher: 2K Games

An intelligent translation of one of the best PC gaming franchises of all time, Civilization Revolution certainly has the pedigree necessary to succeed. Developed by Firaxis and the legendary game designer, Sid Meier, Civilization Revolutions delivers on its promise of an epic gaming experience with engaging strategic turn-based gameplay that does not feel overly complicated or slow-moving. Gamers who loved titles like Advance Wars should pay attention: this one's for you.

SAY YOU WANT A REVOLUTION

CivRev begins with you choosing a powerful historical culture to guide through the course of time—including the Mongols, Americans, British, and French. Once you've chosen your tribe, you're placed on a randomly generated map on which you establish your fledgling nation-state. From there, you'll grow your civilization by establishing new cities, expanding your territories and interacting with other rulers. You make macro-level decisions regarding what each of your city manufactures, what actions your military units take, what kinds of technologies your scientists research, and what diplomatic stance you'll take towards your neighbors.

This is highly enjoyable and creates some tense moments. Do you build another military unit, or start construction on that city improvement? Do you declare war on your neighbor, or offer them gold to become an ally? Juggling your society's many needs can be harrowing but ultimately fulfilling. And, as any PC gamer worth his salt can attest, Civilization is revered for being powerfully addictive. This console translation has the same one-more-turn quality, but the designers have shortened the length by compacting the size of the game world and simplifying a number the concepts. Start to finish, a complete round of CivRev will take approximately six hours.

SMALL WONDER

That's relatively short in terms of games but it's a dense and entertaining period of time. If CivRev sounds daunting, that's because it is but know that the developers have done a masterful job of designing a slick, accessible interface. Moving units and choosing buildings to construct is extremely easy, so much so that even the most strategy-averse gamers will find themselves extremely familiar with the controls and rules and progression of each turn.

Unfortunately, one of Civilization's biggest shortcomings is it fails to embrace the promise of truly open-ended strategy and decision-making. Open warfare is too convenient an option, no doubt a by-product of the game world's small size and an overly aggressive artificial intelligence that continuously threatens and attempts to extort the player. This really cut into the flexibility that the game seemed to promise.

FOOD FOR THOUGHT

And yet, CivRev still manages to provide an unparalleled gaming experience that is deep and satisfying. Cerebral gamers and those with world-conquering ambitions should definitely give this one a try. You'll find yourself pleasantly surprised—just make sure you don't have work or school in the morning because chances are, you're going to be in for a few sleepless nights.
—George Jones

ZMQV Get the link to **Civilization Rev.** screens and news sent to your e-mail. Text **ZMQV** to **59479**
Only standard text messaging rates apply

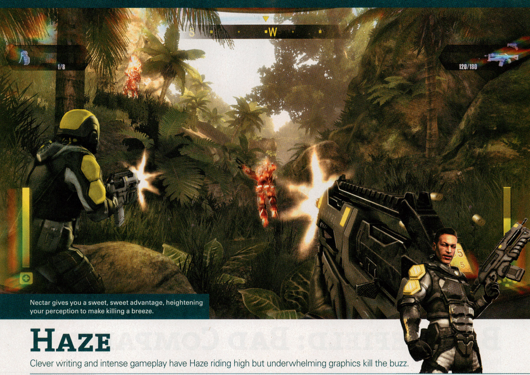
FUN FACTOR

4.25 OUT OF 5.00

Civilization Revolution

PROS: Addictive, tension-filled gameplay; rarely feels slow, repetitive, or boring.

CONS: The gameplay tends to overemphasize combat and aggression.



Nectar gives you a sweet, sweet advantage, heightening your perception to make killing a breeze.

HAZE

Clever writing and intense gameplay have Haze riding high but underwhelming graphics kill the buzz.

PS3 **ESRB: M**

■ Developer: Free Radical Design ■ Publisher: Ubisoft

During the 1980s, First Lady Nancy Reagan pleaded with youngsters to "just say no" to drugs. Twenty years later, Haze flies in the face of Mrs. Reagan's pleas to stay clean with drug-addled gameplay that delivers some genuine thrills. But you needn't grow concerned because this game is far from addictive.

PURPLE HAZE

Haze chronicles the Mantel Corporation's efforts to quash a rebel uprising in the Boa region of South America. Mantel's government-sanctioned military force aims to disband a guerilla faction known as the Promised Hand by juicing up soldiers with Nectar, a super-charged serum capable of enhancing sight, aim, speed, and strength. More importantly, though, Nectar influences the user's perception of violence and strips away the moral dilemma that usually accompanies such actions.

It's in the opening hours of Mantel's invasion that you step into boots of Sergeant Shane Carpenter, who suddenly discovers that amping up with Nectar isn't so sweet. Snappy dialogue and cleverly-conceived scenarios tell of Carpenter's transformation from hopped up Mantel fighter to sober guerilla warrior and unquestionably, Haze deserves recognition for having one of the best written and thought-provoking narratives of any first-person shooter. The intensity of the story—not to mention the never-ending action—keeps you hooked throughout the course of the 15-mission campaign, and once you're done with that, there's also a cooperative mode for you and up to three buddies that certainly keeps things interesting.

BITTER SWEET

On the merits of its gameplay alone, Haze excels with fine-tuned action that balances two dramatically different factions. Imbibing a little Nectar as a Mantel soldier bestows a range of special abilities including ultra-powerful melee blasts capable of sending enemies hurtling through the air and heightened perception that causes Promised Hand rebels to glow an easily identifiable yellow in your sights. The seemingly dope powers of a Mantel soldier are countered by an array of guerilla tactics available only to Promised Hand rebels. Playing dead, for instance, enables you to disappear temporarily from the view of Mantel operatives. The ability to disarm enemies, execute evasive rolls, and even equip special Nectar grenades that cause hallucinogenic overdoses give Promised Hand warriors a fighting chance. The best part is that both factions offer wildly different, yet equally enjoyable styles of play, something other shooters can't always promise.

This also makes for multiplayer matches, even if the experience fails to fully live up to its potential. Multiplayer relies heavily on the distinctions between the two sides to keep you entertained but there's a dearth of available modes and maps. Only three game types are offered: deathmatch, team deathmatch, and the objective-based team assault. The six included maps pack in just enough variety, but a few additional modes would have done much to spice things up.

LOOKING KINDA HAZY

Also lacking is the graphics, which are a huge letdown. Despite its tight story and well-balanced action, the killer buzz Haze cultivates all but dies when it comes to the visuals thanks to janky animations, blurry textures, and downright pitiful special effects—it really is fitting that the game is called Haze. Still, Haze offers up enough action and an intriguing enough story to keep you playing, even if it doesn't have the addictive staying power of other shooters like Halo or Call of Duty.—**Tracy Erickson**

FUN FACTOR

3.50 OUT OF 5.00

PROS: Intense gameplay; gripping campaign; distinct multiplayer factions.

CONS: Disappointing and lackluster graphics; very limited multiplayer modes.

Don't wear your sunglasses at night while driving into a hardened monastery.

BATTLEFIELD: BAD COMPANY

It's better than bad—it's good!

Xbox 360 **ESRB: T**

■ Developer: EA DICE ■ Publisher: EA Games

Battlefield: Bad Company marches onto the Xbox 360 with unbelievably polished gameplay that'll have you head over heels. Dynamic action, tons of features, and highly-detailed visuals come together for the first significant step forward of console first-person shooters since Halo: Combat Evolved. While there are a few minor quibbles, you're sure to become fiercely addicted to Bad Company's gameplay.

LOVE IS A BATTLEFIELD

The unlikely story of Preston Marlowe fills the half dozen missions of single-player campaign. Part of a small four-man squad in the U.S. Army's outcast regimen nicknamed "Bad Company," Marlowe becomes embroiled in a crazy quest for mercenary gold. From being disavowed by the Army to joining arms with a mad dictator, the platoon's journey is equal parts hilarity and lethal action. Bad Company is a near perfect mix of weapons and wit, which is refreshing given the series' multiplayer roots.

Expansive, fully destructible levels set Bad Company apart from any other console first-person shooter. Shoot out a window or blast out a brick wall; lob a grenade at a concrete wall or call in a mortar strike onto a bridge—everything deforms realistically according to the amount of physical force applied. A semiautomatic rifle can't take out a bridge, but artillery sure does the trick. It's an impressive display of engineering, but what truly makes the destructibility so fantastic is how intimately it's tied to the action.

METHOD TO THE MADNESS

The ability to wreak havoc at will hasn't been inserted for the sake of a bullet point on the back of the box; on the contrary, destructibility has real meaning, real impact on how you play the game. For example, a sniper camping out in an attic can be obliterated with a well-aimed rocket, eliminating the need to navigate through the building in search of the sniper's vantage point. Of course, you're welcome to climb into the attic if that's how you want to roll. You could also hop into a tank and just turn the entire structure into a pile of rubble.

The ability to dispatch enemies in so many unique ways comes as a result of clever, sophisticated level design and a glut of awesome weapons. Dozens of firearms have been painstakingly replicated for use in the game. A great number can only be equipped once you've found them within the single-player campaign, which can be quite the undertaking. Along with bonus gold crates hidden within each mission, there's an enormous amount of content to locate and unlock.

THE MORE THE MERRIER

All of these finely-tuned elements—the nonstop action, fully destructible environments, huge arsenal of weapons—transfer into multiplayer. A maximum of 24 players can join up for matches on half a dozen well-balanced maps. Right now, only one mode of play is available, Gold Rush. This objective-driven game splits players into two teams, one charged with defending gold caches against the other tasked with blowing them up with explosives. It's intense, challenging, and fresh. Conquest should have been included as a second mode, but you have to download it separately.

Aside from the unnecessary omission of Conquest mode from the disc, Battlefield: Bad Company does pretty much everything right. It sweet talks its way into your heart with visceral first-person combat and a sharp story, but it's the multiplayer that you'll cherish for years to come. Hold up your white flag and surrender to this fine, fine shooter.—**Tracy Erickson**

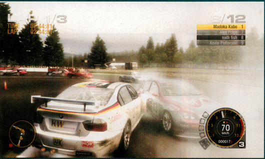
FUN FACTOR

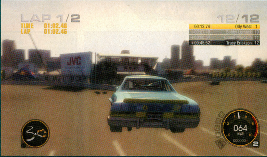
4.50

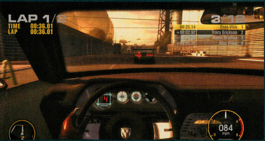
OUT OF 5.00

PROS: Nonstop, varied action; gorgeous, fully destructible environments; incredible details.

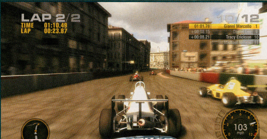
CONS: Campaign slightly repetitive in spots; standard multiplayer modes not included.


LAP 1/3
3/12
Madoka Kabe 1
Alex Price 7
nath fish 8
Kevin Petterson 9
70
km/h


LAP 1/2
TIME 01:02.46
LAP 01:02.46
12/12
Olly West 1
Bobby Lomack 10
Gianni Marcello 11
Tracy Erickson 12
064
mph


LAP 1/2
TIME 00:36.01
LAP 00:36.01
3/12
Enzo Vico 1
Tracy Erickson 2
Robin Bradley 3
Alex Price 4
084
mph

The level of detail is remarkable: even car interiors are nicely rendered.


LAP 2/2
TIME 01:10.49
LAP 00:23.87
10/12
Gianni Marcello 1
Daniel Lee 9
Tracy Erickson 10
Michael Nimme 11
103
mph

GRID

You can almost smell the asphalt burning.

Xbox 360 **ESRB: E**

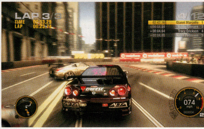
■ **Developer and Publisher: Codemasters**

As gas prices continue to climb, speeding along miles of digital asphalt isn't a bad alternative. GRID rockets past other racers with its cinematic flair and spot-on handling, shifting into gear with an inventive flashback system and gorgeous graphics. That lead is short-lived, however, as the lack of vehicle tuning and basic structure leave it a bit square.

BACK TO THE FUTURE

On the single-player side, there's more than enough high-octane action in GRID to go around. A lengthy career mode called "GRID World" has you earning cash and acquiring reputation points by competing in events ranging from muscle car runs to endurance challenges to tuner races. The structure is exceedingly simple: win races and you progress deeper into the game. Similarly, multiplayer takes the same basic approach. All of the events and venues unlocked in "GRID World" mode can be accessed online with no added frills.

Since the lack of sophistication won't motivate you, the game relies on the sheer quality of its driving. Races are fast, furious, and undeniably satisfying. Handling is superb, straddling a fine line between simulation and arcade mechanics. You'll notice wild differences in handling among the various vehicle classes, enough so that there's a real challenge when moving from a muscle car to a tuner. Should you slip up on the track, an innovative flashback system enables you to literally rewind the action and resume the race. It's a forgiving addition that prevents you from having to restart events due to unintended errors.


LAP 3/3
TIME 03:53.29
LAP 00:23.74
3/12
Gianni Marcello 1
Tracy Erickson 4
074
mph

RACING À LA CARTE?

Unfortunately, GRID lacks something that's common to most other racers: meaningful vehicle customization. While team branding allows you to set a color scheme and paint pattern, vehicle tuning is completely omitted. All of your hard-earned cash can only be spent on buying new cars, not refitting those already in your garage. With only two dozen available vehicles, there simply isn't enough variety to counter the egregious lack of tuning. To be fair, it's an intentional omission geared toward making the game widely accessible and in that regard the game succeeds, but it was still disappointing to not be able to head into the garage and make tweaks to my car.

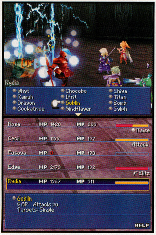
Still, despite its rather basic approach, GRID does deliver an intense model of racing that is as enjoyable as it is plain. The lack of vehicle tuning and the dearth of available cars leaves one corner of this square missing, but that doesn't keep it from rolling along. When you consider that it can cost as much to fill your gas tank as to buy a copy of the game, it's that much easier to be hip to the straightforward, yet energetic racing that GRID offers. **—Tracy Erickson**

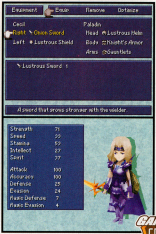
FUN FACTOR

4.00 OUT OF 5.00

PROS: Best-looking racing game on the market; tons of variety.

CONS: No vehicle tuning; basic single-player structure; plain multiplayer.


Rydia
Whyt
Chocobo
Shiva
Ramuh
Ifrit
Titan
Dragon
Goblin
Bomb
Cockatrice
Mindflayer
Sylph
Rosa HP 1428 MP 280 Raise
Cecil HP 1139 MP 197 Attack
Fusoya HP 0 MP 190
Edge HP 2173 MP 132 Blitz
Rydia HP 1367 MP 311
Goblin
5 MP Attack: 30
Targets: Single
HELP


Equipment
Equip
Remove
Optimize
Cecil
Paladin
Right Onion Sword
Head Lustrous Helm
Left Lustrous Shield
Body Knight's Armor
Arms Gauntlets
Lustrous Sword 1
A sword that grows stronger with the wielder.
Strength 71
Speed 33
Stamina 53
Intellect 27
Spirit 37
Attack 100
Accuracy 100
Defense 25
Evasion 24
Magic Defense 7
Magic Evasion 4

Reflect
A
Rosa HP 2570 MP 342 Reflect
Cecil HP 7099 MP 360 Defend
Fusoya HP 4056 MP 490 Defend
Edge HP 3185 MP Defend
Rydia HP 2526 MP Defend

GAMEPRO EDITORS' CHOICE

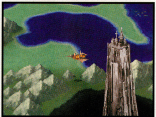
FINAL FANTASY IV

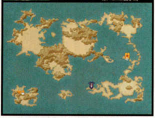
Square Enix reminds us why Final Fantasy IV is a tale worth retelling

DS **ESRB: E10+**

■ Developer: Matrix Software ■ Publisher: Square Enix

Initially released in 1991, Final Fantasy IV was a revolutionary entry into Square's popular role-playing franchise. It introduced the Active Time Battle system, now a staple of the series; a darker, more complex story; and one of the most critically acclaimed Final Fantasy soundtracks to date. Even though 17 years have passed since the game first came out, and three separate ports have been released since then, I'm happy to say that the Nintendo DS version of this classic RPG is still worth playing through from beginning to end.





TIMELESS TALE

One of the most notable changes from Final Fantasy IV's original 16-bit release is the brand new 3D graphics engine that drives the DS port. From the detailed cityscapes to the gorgeous Overworld, the environments are beautifully rendered and really show what the DS is capable of. The cast of players in Final Fantasy IV is one of the more colorful rosters that the series has seen, and thankfully each character looks fantastic with detailed 3D models true to Yoshitaka Amano's original character art. In-game cut scenes fit in seamlessly between exploration and battle, with fantastic voice acting occasionally gracing the game's exposition. On the subject of sound, Final Fantasy IV's legendary composition has definitely withstood the test of time, with wonderfully remixed tracks that perfectly set the tone for Cecil's epic adventure.

A CLASSIC REINVENTED

While this latest iteration of Final Fantasy IV is exclusive to the DS, there's no stylus-controlled action to be found. But I really can't complain about this design decision, as I'd much rather play a game I knew to be well-crafted than risk ruining the title by clumsily integrating stylus-responsive controls as an afterthought. Thankfully, the DS's touch-screen does have some functionality, and it's in the form of displaying detailed maps of your current surroundings while you're exploring the game's various towns and dungeons. It also provides in-depth character statistics and menus during battle.

Ultimately, Final Fantasy IV remains the same epic experience it was 17 years ago, and improvements on the DS are a welcome treat for fans of the series and newcomers to the franchise. With an engrossing story, ambitious characters, and challenging yet rewarding gameplay, Final Fantasy IV is a worthwhile purchase—especially if you missed it the first time around. Even if you aren't a huge Final Fantasy fan, this is still one fantastic role-playing title worth checking out. **—Will Herring**

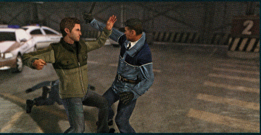
FUN FACTOR

4.75

OUT OF 5.00

PROS: Fantastic story; trademark Final Fantasy gameplay; great voice acting.

CONS: Over-powered bosses; game has no stylus control options.



If there's one thing this game does right, it's the melee combat; some of the takedowns are brutal, as this unlucky police officer is about to find out.

ROBERT LUDLUM'S THE BOURNE CONSPIRACY

Some troubling gameplay elements conspire to bring down an otherwise thrilling action game.

Xbox 360 **ESRB: T**

■ Developer: High Moon Studios ■ Publisher: Sierra Entertainment

Movie licensed games have gotten a bad rap, and deservedly so—aside from a few notable titles like Chronicles of Riddick, games based on movies generally suck. The Bourne Conspiracy, which is loosely based on the events of the first movie, doesn't suck. In fact, it's pretty good. Sure, it's not a true blockbuster but it's not total garbage either.

STRAIGHT TO VIDEO (GAME)

Rather than a straight video game adaptation, The Bourne Conspiracy is more of a retelling of the first *Bourne* movie. It doesn't have Matt Damon's likeness and the narrative takes a lot of liberties with the storytelling, but it manages to retain just enough of the movie's grittiness and action-packed thrills to keep you going.

I personally thought the storytelling was a little uneven, as it's rather stilted and the cut-scenes do a horrible job of segueing from one level to the next. I also spent way too much time battling nameless grunts and fighting camera issues. And why the developers didn't put in an auto-lock feature for the gun battles was beyond me. There is a pseudo-auto target feature but it doesn't really work.

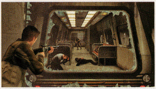
FISTS OF FURY

The game does do a few things right, however. The Unreal Engine-based graphics are decent and the hand-to-hand combat is ridiculously awesome. It's fairly limited—press and hold A to block, press and hold X and Y for light and hard attacks—but it's handled really well. The best aspect is the ability to launch a bruising finishing move once you've built up your "Adrenaline Meter." Activated with the B button, this results in a flashy animated sequence in which Bourne knocks out his opponents with a variety of moves, including the use of environmental objects. The meter has three tiers so if you build it up and activate it at the right time, you can take out a group of enemies in a very impressive manner.

The melee combat does get repetitive but it's worth it just to see the takedowns. There's also a vehicle-based level that's interesting but ultimately forgettable and lots of timed button sequences where you have to quickly press a specific button to trigger certain actions. It isn't particularly meaty or deep but like the movie the game is based on, it keeps the action moving at a brisk pace.

WHERE IS MY MIND?

The Bourne Conspiracy isn't perfect. There were definitely moments when I wanted to chuck my controller across the room because one of its minor design flaws sent me to a cheap and unfair death. And yet, there were also moments when the game clicked for me and I really did feel like I was a damaged super spy on the run. Conspiracy is a flawed yet slick action title that has just enough going for it for me to recommend you check it out, especially if you loved the *Bourne* movies.—**Tae K. Kim**



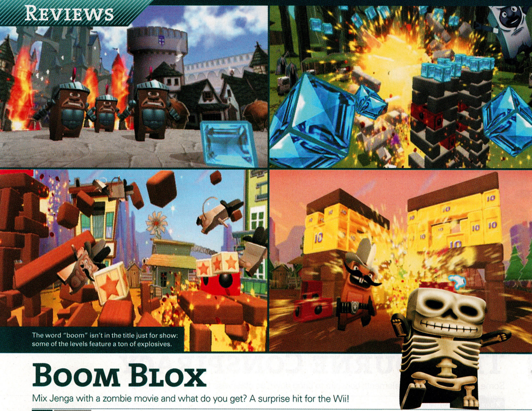
FUN FACTOR

3.75

OUT OF 5.00

PROS: Melee combat system is awesome; the gameplay definitely has its moments.

CONS: Uneven narrative; camera and gun targeting issues; repetitive combat.



The word "boom" isn't in the title just for show: some of the levels feature a ton of explosives.

BOOM BLOX

Mix Jenga with a zombie movie and what do you get? A surprise hit for the Wii!

Wii **ESRB: E**

■ Developer: EA LA ■ Publisher: EA Games

Remember how much fun you had as a kid when you'd take your building blocks and build all sorts of cool stuff, and how much fun it was to kick it apart afterwards? Boom Blox is exactly like that only you don't have to clean up the mess.

BOOM GOES THE EVERYTHING

Conceived by Hollywood powerhouse Steven Spielberg when he first played the Wii at E3 in 2006, Boom Blox is like a tech demo on steroids. You throw and shoot items at stacks of blocks that collapse realistically using fancy physics. But the game is so much more than that and it all starts with the insane number of available modes. If you want my recommendation, gather up some friends and jump straight into multiplayer mode.

It's great that a developer finally realized what a total drag it is to have to unlock party material—all the modes in Boom Blox are available right from the start. Once inside, you can destroy each other's castles for gems, play a slippery game that's sort of like curling, throw baseballs at a toppling tower of points, and plenty more. The solo mode is also a blast but Boom Blox has "party game" written all over it.

FULL BODY WORKOUT

You can thank the controls for helping to make the game so fun. They're so intuitive that even novice gamers will pick up on the nuances right away. You hold the B trigger and point around the screen to rotate the camera. Then once you've gotten your shot lined up, you press A to lock on, throw the Wii Remote forward and let go. Just be warned that your projectile's velocity depends on the amount of force you exert, so make sure those wrist straps are on tight and really let it fly.

But it's not all just mindless throwing: certain blocks have unique properties that you have to take into consideration. Some will just fall down, but purple ones will disappear and green blocks cause chemical explosions when knocked together. The aptly named Explore mode gives you a set of puzzles that exploits each type of block while Adventure mode tasks you with helping cute animal characters accomplish their many goals. There's also the Create mode which allows you to build your own levels, a nice touch given how fast you'll want to whip through the game's content.

BOOM SHAKA LAKA

I did have minor problems with the camera—the view can become easily obscured and I really wanted to be able to zoom in or move the viewpoint around a little more than the game allowed—but the game is so much fun, I hardly noticed. Boom Blox offers a great gaming experience with a ton replayability; you'll have to excuse the pun but this is one title that truly does qualify as a "summer blockbuster."
—Emily Balistrieri

G9Q9 Get the link to **Boom Blox** screens and news sent to your e-mail. Text **G9Q9** to **59479**
Only standard text messaging rates apply

FUN FACTOR

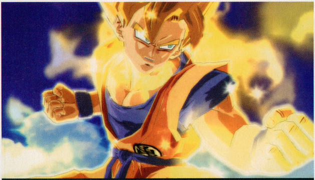
4.25 OUT OF 5.00

PROS: Tons of fun; co-op and multiplayer are awesome; lots of great modes to choose from.

CONS: A few issues with the camera; make sure the Wii Strap is on *tight* before you play.

DRAGON BALL Z: BURST LIMIT

PS3 **ESRB: T** ■ Developer: Dimps ■ Publisher: Atari



Regardless of how you feel about the use of cel-shading in video games, there's no denying Dragon Ball Z: Burst Limit has awesome graphics that faithfully recreates the look of the animated show.

The world-famous anime franchise makes its next-gen gaming debut with Dragon Ball Z: Burst Limit for the PS3. Packed with hyper-fast action, it delivers on all fronts while remaining a damn fun fighting game to boot.

POWER LEVEL

The first thing anyone's bound to notice about Burst Limit are the astounding visuals—this is, without a doubt, the best-looking title in the long-running Dragon Ball game franchise. The developers put in a ton of subtle details like realistic hair and clothing and the characters look as if they were torn straight from the animated show. The cel-shaded visual style really pops off the screen and the in-game cut-scenes are fantastic.

The game retreads the by now familiar storyline from the Saiyan Saga through the Cell Saga but you get a ton of conflicts to battle your way through. The actual fighting mechanics in Burst Limit aren't incredibly deep, but they definitely work well with the source material. Many brawls will descend straight into button-mashing territory but the game's control scheme has a nice element of complexity and depth to it.

LEAVE THE DRAMA...

A new Drama Piece system also adds an interesting twist to the gameplay: When specific battle criteria are met, you can unlock a Drama Piece that triggers an in-game event; it's a nice wrinkle that's integrated seamlessly into the story mode but I noticed that it doesn't work quite as well in the multiplayer mode. The game also felt a little shallow in terms of content and the limited number of stages was also a drag.

Still, Dragon Ball Z: Burst Limit managed to really impress me. It's not perfect but it's a fast, over-the-top fighter that's an absolute blast. The single-player Z Chronicles mode is perfect for hardcore fans and the multiplayer options are good enough that you'll want to call your friends over for a few matches. I highly recommend it if you loved Dragon Ball Z or like your fighting games lightning quick.—**Will Herring**

FUN FACTOR

4.25 OUT OF 5.00

PROS: Amazing graphics, Japanese and English voices; great adaptation of the animated show.

CONS: Limited amount of stages; button-mashing brawls; on the short side.

{newbie}

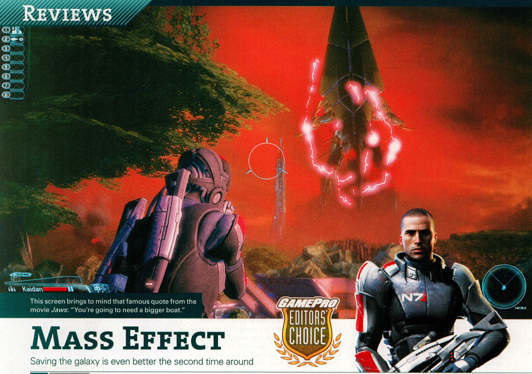
{alpha geek}

University of Advancing Technology
UAT
Learn. Experience. Innovate.

Please geek responsibly.
You may speak the language,
but are you geeked?
Here's a chance to prove it.

LEARN:
DIGITAL ANIMATION
DIGITAL ART AND DESIGN
DIGITAL VIDEO
GAME DESIGN
ARTIFICIAL LIFE PROGRAMMING
COMPUTER FORENSICS
GAME PROGRAMMING
NETWORK ENGINEERING
NETWORK SECURITY
SOFTWARE ENGINEERING
WEB ARCHITECTURE
ROBOTICS

www.uat.edu > 877.UAT.GEEK



This screen brings to mind that famous quote from the movie *Jaws*: "You're going to need a bigger boat."

GAMEPRO EDITORS' CHOICE

MASS EFFECT

Saving the galaxy is even better the second time around

PC **ESRB: M**

■ **Developer: Demiurge Studios/BioWare** ■ **Publisher: EA Games**

Let's face it: If you're at all into role-playing games, then there's a good chance you've already played Mass Effect. BioWare is a certifiable master of the genre, and when its magnificent space opera first hit the Xbox 360 last November, it was awarded perfect score after perfect score. We gave it a 4.75 out of 5.00, an Editor's Choice Award, and named it our January '08 Game of the Month. And yes, it deserved it.

ALMOST PERFECT

Despite my adamant PC fanboyism, I couldn't resist grabbing the 360 version the moment it was released. I spent three solid days blowing through every nook and cranny and it was an experience unlike any I've had in all my years as a gamer. Though it was hamstrung with flaws like annoying graphical pop-ins and hands-down ridiculous loading times, I was grinning from ear to ear the whole way through. When the PC version came along, I couldn't wait to fire it up: all the glorious gameplay, I thought, without the annoying glitches.

Equipment
Shotgun

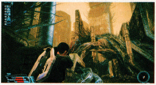
And I was right—sort of. The PC-only features are impressive and include higher-res textures, a completely revamped HUD and UI, blissfully short loading times—no more insanely long elevator rides—and much-improved squad management options. Unfortunately, these welcome improvements are offset by jarring inconsistencies that really rob the game of its shine.

While some of the more glaring glitches of the 360 version were addressed, the PC version has problems of its own and they're just as distracting.

MAGNUM OPUS

Take, for example, the texture work: almost universally pristine, but here and there it's so pixilated that some characters' outfits look like stitched quilts. Similarly, the dynamic shadows are gorgeous, except on faces, where they buzz and twitch so much that I had to turn them off so I could concentrate on what the characters were saying. The painful loading times are gone, but they've been replaced by periodic micro-loads that are just as distracting. Frankly, after a 40-minute install onto a high performance system running a DirectX 10.1-compatible graphics card, I shouldn't even be getting hiccups at all.

But really, this is just me nit-picking. As annoying as the glitches may be, Mass Effect's gameplay, which is just as good as it was on the Xbox 360, more than makes up for it. The new squadmate-specific combat interface and mouse-centric UI are a joy to use, and the story is theatrical and compelling, with a galaxy worth of content stuffed into one hell of game. If you've already tackled the console version, you certainly don't need to shell out for the PC version, too, but if you haven't yet experienced this magnum opus, this is the version you should play. **—Daniel Tennant**



FUN FACTOR

4.50 OUT OF 5.00

PROS: Eliminates most of the major problems of the 360 version; gameplay is just as good.

CONS: Has minor problems of its own that keep it from being just about perfect.

BIG LIST

GamePro reviews all the hottest new games as well as top current hits. For full reviews, trailers, screen shots, and the best prices, please visit **GamePro.com.** Games **in red** are Editors' Choice, and have received a score of **4.50 or higher**.

NAME OF GAME	SYSTEM(S)	PUBLISHER	FUN FACTOR	ESRB	ISSUE REVIEWED
Army of Two	Xbox 360	EA Games	4.00	M	5/08 ▶
Battle of the Bands	Wii	THQ	4.00	T	6/08
Bully: Scholarship Edition	Xbox 360	Rockstar Games	3.50	T	5/08
Command & Conquer 3: Kane's Wrath	**PC**	**EA Games**	**4.50**	**T**	**6/08**
Conflict: Denied Ops	Xbox 360	Koei	3.00	E10+	5/08
Culdcept Saga	Xbox 360	Namco Ban.	3.75	T	5/08
Dark Sector	Xbox 360	D3 Publisher	3.50	M	6/08
Deca Sports	Wii	Hudson Soft	3.50	E	6/08
Final Fantasy Crystal Chronicles: Ring of Fates	DS	Square Enix	3.75	E10+	5/08
Final Fantasy Fables: Chocobo's Dungeon	Wii	Square Enix	3.75	E10+	7/08 ▶
Final Fantasy Tactics A2: Grimoire of the Rift	DS	Square Enix	4.00	E10+	8/08
Frontlines: Fuel of War	Xbox 360	THQ	4.00	T	5/08
God of War: Chains of Olympus	**PSP**	**Sony**	**4.75**	**M**	**5/08**
Grand Theft Auto IV	**Xbox 360**	**Rockstar**	**5.00**	**M**	**6/08**
Hellboy: The Science of Evil	PS3	Konami	4.00	T	7/08
Iron Man	Xbox 360	Sega	2.25	T	6/08
Jake Hunter: Detective Chronicles	DS	Aksys Games	1.75	T	7/08
LEGO Indiana Jones: The Original Adventures	**Xbox 360**	**LucasArts**	**4.50**	**E10+**	**7/08 ▶**
Lost Odyssey	Xbox 360	Microsoft	3.25	T	5/08
Mario Kart Wii	**Wii**	**Nintendo**	**4.75**	**E**	**6/08**
Mega Man Star Force 2	DS	Capcom	3.25	E+	7/08
Metal Gear Solid 4: Guns of the Patriots	**PS3**	**Konami**	**5.00**	**M**	**7/08 ▶**
Okami	**Wii**	**Capcom**	**4.50**	**T**	**5/08**
Super Smash Bros. Brawl	**Wii**	**Nintendo**	**5.00**	**T**	**5/08**
Tom Clancy's Rainbow Six Vegas 2	Xbox 360	Ubisoft	4.00	M	6/08
Wii Fit	**Wii**	**Nintendo**	**4.50**	**E**	**7/08**
The World Ends With You	**DS**	**Square Enix**	**4.50**	**T**	**5/08**

CANCEL
ADVANCE
HOLD TO HEAL

20F
Lv30
Hp 299/299
Sp
100%

52,010
Insert Controller
GAMEPRO EDITORS' CHOICE

GAMEPRO EDITORS' CHOICE

(NOT SO) BIG LIST

Game Name	Fun Factor
Burnout Paradise (PS3)	**5.00**
The Club (Xbox 360)	**4.50**
Crisis Core: Final Fantasy VII (PSP)	**4.75**
Devil May Cry 4 (PS3/Xbox 360)	**4.50**
Downstream Panic (PSP)	3.75
Dragon Quest Swords: The Masked Queen and the Tower of Mirrors (Wii)	4.00
FIFA Street 3 (Xbox 360)	3.50
Harvey Birdman: Attorney at Law (PSP)	3.75
Manhunt 2 (Wii)	3.25
Mario & Sonic at the Olympic Games (Wii)	3.25

Game Name	Fun Factor
Ninja Gaiden: Dragon Sword (DS)	4.00
No More Heroes (Wii)	**4.50**
Opoona (Wii)	3.00
Patapon (Wii)	**4.50**
Pursuit Force: Extreme Justice (PSP)	3.50
Sonic Riders: Zero Gravity (Wii)	3.00
Super Mario Galaxy (Wii)	**5.00**
Trauma Center: New Blood (Wii)	4.25
Turok (Xbox 360)	3.75
Twisted Metal: Head-On: Extra Twisted Edition (PS2)	4.00
Zack & Wiki: Search for Barbaros' Treasure (Wii)	4.25

LETTER OF THE MONTH CONTEST

GUITAR HERO II XBOX 360 BUNDLE

The Letter of the Month winner will receive the Guitar Hero II bundle for the Xbox 360. Rock on!

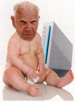
XBOX 360
GUITAR HERO II

Letter of the Month
GP
08 Aug
#239

GAMES DON'T KILL PEOPLE, GRANDSTANDING POLITICIANS DO

I'm sick and tired of this gaming witch-hunt! Activists like Jack Thompson and Hillary Clinton have their own little crusade against gaming, and the media just loves to slam any game with so much as a gunshot in it. Why do these people want games gone? They may claim it's to protect the children, but really it's because they don't understand the technology, and that makes them afraid. What these people fail to realize is that, after the congressional hearings in the early 1990s, a ratings system was created. These ratings, as gamers know, appropriately classify content for players of all ages, as determined by the Entertainment Software Rating Board. My point is this: little Johnny nine-year-old shouldn't be playing GTAIV. Parents need to look at a rating, consider the game's content, and then decide if it's right for their kids. We need education, not laws. The people at fault here aren't game makers, aren't game sellers, aren't gamers themselves, but the parents. Until we stop treating games like child's play, and start treating them like we do movies, music, and TV, then the problem will continue.

Oracle989—Greensboro, NC



MAN-CHILD AND NINTENDO

I've always loved Nintendo. Back in the day, my friends and I would play GameCube all the time! Most of my friends have since moved on to become Xbox 360 and Halo 3 owners, with fewer and fewer people playing Nintendo games these days. What gives?

Evan Stark—Batavia, Illinois

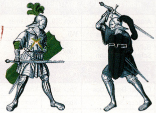
Welcome to the select group of miserable creatures known as Man-Child Nintendo Fans, Evan. As the popular Keane song goes, "everybody's changing but I don't feel the same," meaning older gamers have since moved on to play more mature-themed (and M-rated) titles, something Nintendo platforms usually lack. I can sympathize—you wish you could share your love of Nintendo quality with others, only to find that said defectors now write the company off for being too "kiddie"—seemingly judging a book by its cover. But fret not: People are buying Wii and DS units faster than any other system at the moment, resulting in an increased number of Man-Child Nintendo Fans with which to play. Plus, the Nintendo Defense Force has always been a dedicated bunch—you are not alone.

MORE IMPORTANT THAN WORLD PEACE

In your opinion, what is the best game ever made and worst game ever made?

Joe P.—Via Internet

On behalf of my fellow *GamePros*, I'll say either Super Mario Bros. 3, Resident Evil 4, Super Metroid, or Tetris. The worst? We think Night Trap, but then there's Karate Kid II, Shaq-Fu, Superman 64, E.T.: The Extra Terrestrial...



CONSOLE WARS ARE FOR THE BIRDS

Why are gamers so focused on this console war? I know there are many strong opinions about each console during each era of gaming, but what started as harmless banter has become more brutal these days. I regularly read things like: "How dare you buy the Xbox 360—it breaks all the time! You're supporting the giant Microsoft in trying to take over the world;" or, "Why would you buy a PlayStation 3? It's far too expensive, and has nothing going for it;" or, "You're a baby if you have a Wii! Everyone knows that adults don't play it." Rather than mindless mudslinging, let's support every initiative that pushes the gaming industry forward in all genres, independent of the console. Ultimately, we are the ones who pave the future.

Justin Moy—Tenafly, NJ

But the Xbox 360 breaks all the time, the PS3 has no games, and the Wii is for babies! In all seriousness, I suppose the console wars will always remain a hotly debated subject because people love to pick teams, justify money spent, and "win" at something, even if there is no real reward. I'm going to hug all three consoles right now.

GAMEPRO LIKES THE XBOX 360 MORE THAN THE PS3?

Why is it when *GamePro* evaluates a game that's available for the PS3 and Xbox 360, you review the Xbox 360 version first, and not the one for the PS3?

Codmaster22—Via Internet

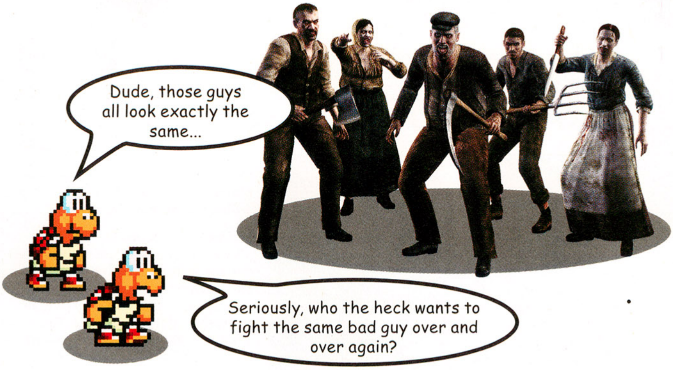
While it may seem that *GamePro* (and others) favor Xbox 360 reviews first and foremost, the reality is the Xbox 360 is typically the lead platform when it comes to developing multi-system games because more people own an Xbox 360 right now than a PS3. As a result, developers start with the Xbox 360 version, then port it to others like the PS3—as a result, they usually send out the Xbox 360 version for review. There are a handful of developers who decide to develop first on the PS3 (and sometimes even on the Wii) before porting to other consoles; but for right now, the Xbox 360 remains the lead development platform of choice.

AWESOME VIDEO GAME IDEA

I have a *really* awesome idea for a video game and have been writing a script for it. Who can I submit the manuscript to, however, considering I have no experience with game development?

Ganon Slayer—Via Internet

I'm going to be rather blunt with you Ganon Slayer: there's no one. The unfortunate reality is that the video game industry, much like most other creative industries, will not take the time to look at unsolicited ideas from unproven talent. There are a lot of different factors involved, including legal issues and the fact that, honestly, most people who make an attempt at doing that sort of thing just don't have what it takes to create a good game idea. But if you are serious about it, your script is a great first step. I have no idea how old you are but you should keep working on ideas and seeing them through as far as you can. Learn more about the process of designing video games, look into getting an actual education, and try to find like-minded people on the Internet; if you're at the right place, you might be able to hook onto an indie dev crew and work on an independent project that gets you noticed. It's a long road but the industry will always need fresh talent, so get out there, apply yourself, and see what happens.


Dude, those guys all look exactly the same...
Seriously, who the heck wants to fight the same bad guy over and over again?

AND THE AWARD FOR BEST CONSOLE GRAPHICS GOES TO...

Is it really true the PS3 has better graphics than the Xbox 360? Everyone is always fighting about it, and it would be cool if *GamePro* would settle the issue once and for all. Finally, when is PlayStation Home coming out? I really need to know!

Mister Speedy—Via Internet

Yes, let's end this! The PlayStation 3 has better graphics than both the Xbox 360 and Wii. Let me qualify that by saying the PS3 holds more technical promise, as it was released a full year later than the Xbox 360 and houses better technology. That said, technical mojo is only one side of the graphical equation (art being the other), meaning that many times, though not always, Xbox 360 games can actually look better than those on the PS3, and select Wii games can be more pleasing to the eyes than either. Did I just go in a circle? I think I did.

A Wii60 PREDICAMENT

I don't know which version of *Star Wars*: The Force Unleashed to buy. Should I buy the Xbox 360 version for the graphics and familiar controls, or the Wii version for the innovative experience and Lightsaber Duel Mode?

Temp Guy—Via Internet

Tough call. As you've already pointed out, the Xbox 360 and PS3 versions of the game look HD gorgeous, with lots of onscreen action. Plus they both sport a controller you already know how to use. But the nerd in you immediately thought "Lightsaber" when the Wii Remote was first unveiled in late 2005, and the Duel Mode is a nice exclusive. In the case that each version lives up to the hype, may the Force be with you in your decision.

CONVINCE ME TO STAY WITH Wii

I want to stay loyal to the Wii, but the Xbox 360 has a better selection of games for my tastes (CoD4, Halo 3, GTAIV). Are there any games that might make me stick with the Wii for a while?

tuvsworld93—Via Internet

As a consumer, you don't owe any one company your loyalty—they do you no favors. You pay them good money in exchange for something, so your only obligation as a gamer is to have fun. That said, it sounds like you should go buy an Xbox 360 given your interests. But if you're still in doubt (or don't have the time or money to invest in a second console), consider these excellent new Wii games: Mario Kart Wii, No More Heroes, Super Smash Bros. Brawl, Boom Blox, Okami, and our office favorite, Mario Strikers Charged. And while it's not as "hardcore," Wii Fit is a unique experience that could potentially pave the way for foot control.

YOU CANNOT BE SERIOUS!

Regarding hockey2541's letter in the June 2008 issue of *GamePro*, on the subject of repeating crowd characters: *Who cares* if there's a repeat character model, much less a background character. In Grand Turismo 5 Prologue, you're probably going too fast to even see the people! Are you seriously going to rip on a game for having character repeats? Resident Evil 4 has about eight character models and is one of the best games I've ever played. It's just plain wrong to pan a game for having a repeat character models—it happens in every title. I can understand if it were only one character, but when you're going 100 mph or more, how can you tell (or care)?

Jake Tessem—South Haven, MN

Word. We can't help but wonder, however, if game developers will someday be able to effectively disguise all repeats.

TOKYO GAME SHOW FOR DUMMIES

My daughter and I are planning to attend the Tokyo Game Show in 2009 and would like to know how to optimize our trip. Where's a good place to stay (walking distance from the event)? Anything else we should know? I wish we could have gone this year, but we waited until it was too late to book travel, so I'm planning for 2009.

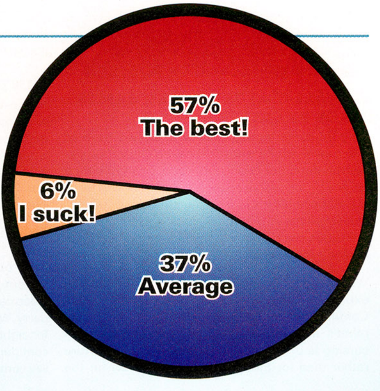
BluSlime—Via Internet

✓ GAMEPRO.COM POLL

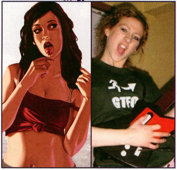
Results as of June 12, 2008

How good a gamer are you?

We're amazed that only six percent of *GamePro* readers consider themselves below-average players. How is it then that so many of you get pwned online?



ASK THE GAMEGIRL

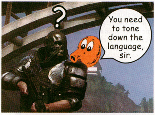


How do the GameGirls feel about the portrayal of women in GTAIV? —ShortHairedOffender

FemmeFatale responds:
It's all in the name of entertainment. We see it in movies and we see it on television. It's present in many video games. If I were to take it all seriously, I'd have to take Grand Theft Auto seriously, which wouldn't be very good, at all, would it? It's been said a million times: Sex sells. It's unfortunate, but true. There is a good reason why that cover of GTAIV has a pretty little "M" smacked on the corner of it. If a scantily-clad hooker in a video game bothers you, then don't play it!

Send your questions to the Game Girls at **GameGirl.com**

Can you say, "Father of the Year?" Seriously, very cool of you, BluSlime. Sadly, dates and a location for TGS 2009 haven't been confirmed yet, so it will be difficult (if not impossible) to book travel arrangements right now. According to the official TGS 2008 website, however, days that are open to the public are October 11 and 12. So maybe you could anticipate accordingly for 2009 and/or get date confirmations and locations from the event planner via e-mail. Beyond that, there's not a lot I can do, other than say there are lots of American-friendly signs in Japan, and many natives are more than willing to speak English to offer a helping hand. Good luck!


?
You need to tone down the language, sir.

ARE ALL MATURE-RATED GAMES MADE BY SAILORS?

Why do some games like Army of Two have so much swearing? It's not like I haven't heard a curse word before, but I think developers can ruin their games by excessive swearing. Army of Two turns me off because it's just too much! Can somebody please tell me why some developers feel the need to include so much profanity in their games?
Mason—Norton, MA

We feel you, Mason: Forced dialog and repetitive expletives often appear in games ad nauseum. Confucius (I think) once said, "swearing is a feeble mind's attempt to get noticed," meaning that cursing is often used to be perceived as mature rather than for thoughtful intent. Thanks for the feedback. Here's hoping a designer takes your comments to heart.

WII WANT DLC

Will Nintendo ever support downloadable content for Wii games like Guitar Hero III, Smash Bros. Brawl, and Rock Band? It would be killer to get more stages, characters, and songs for some of the year's biggest games. Is it going to happen—if so, when?
Joey_V5—Via Internet

Nintendo is behind the times when it comes to DLC, that's for sure. But the good news is downloadable add-ons are coming. Activision has maintained it is actively working with Nintendo to provide downloadable Guitar Hero content (Guitar Hero IV perhaps?), but nothing has been confirmed. Square Enix already sells downloadable content for Final Fantasy: My Life as a King (WiiWare). While there will be no DLC for the games you mentioned, Rock Band Wii is getting 30-song track pack discs for $29 that double as the quick-play game (read: you don't have to buy the original disc to play the songs, but you won't get all the modes either). The status quo isn't ideal (nor on par with the Xbox 360 or PS3), but it's better than nothing.

NINTENDO, THOU SHALT NOT LIE!

In the Wii manual, it says only Nintendo-made component cables will work with the system for enhanced definition visual output (480p wide). Yet a number of third-party Wii component cables are sold at fine retailers around the nation. Are these fakes, or is Nintendo lying?
Paves141—Via Internet

Nintendo's lying. The official Wii manual indeed reads: "The Wii console will not work with any AV cable other than the model supplied with your Wii system or the [Nintendo-approved] component video cable listed below." This is false. I have a third-party Wii component cable purchased from eBay for eight dollars. It works (and looks) great. Buy with confidence, but rest assured that several third-party Wii component cables work happily with the Wii.

MORE SUBJECTIVISM, PLEASE!

I have always had different opinions on games than everybody else. But what infuriates me sometimes is when people call a game horrible because they either don't own it or think the one they have is better. For instance, I was talking to a friend recently, and I mentioned I thought Battlefield 1942 is a good game. Before finishing my sentence, he quipped, "Battlefield 2 is better!" How's that for dismissal?
Jeff Campbell—Pittsburgh, PA

Gamers can be a territorial bunch—especially when we're asked to drop $50-60 on a game and pray that we made the right decision. In an effort to rationalize our purchase, we put other games down. Why? Tell 'em that it's human nature.

Cerealosly?

GEARS OF WAR "SERIOUSLY" ACHIEVEMENT

I play a lot of Gears of War online. I have well over 10,000 ranked match kills but have yet to receive the "Seriously" Achievement. I've asked other gamers why, and they all have different answers. Some say a glitch must be used to obtain the Achievement, others say you must obtain the 10,000 kills on the original maps that shipped with the game. I've also been told that kills don't count if players quit a match. Can you shed some light on this for me?
Drew—Via Internet

The way we understand it, you have to score 10,000 ranked kills to unlock the Achievement (Warzone, Execution, and Assassination). Are you counting Annex kills? They don't count. In any case, the "Seriously" Achievement is reputedly glitchy, with some users claiming it didn't show up until they hit 15,000 kills, which is unfortunate (and annoying) given all the hard work goes into acquiring the infamous Achievement. Your best bet: Keep plugging away or desist by blaming bad code.

TRIAL BY FIRE (AND FLAMES)

How can I pass "Through the Fire and Flames" on Expert in Guitar Hero III? Do you have any tips?
Braveheart12—Via Internet

In order of efficacy: 1) Be DragonForce, the song's artist. 2) Practice, practice, practice with the Practice mode, which can slow the song down. 3) Become a ninja master with your pinky. 4) Pray. 5) Bite a bat's head off on stage (results may vary).

FDBK Get the link to **Feedback** sent to your e-mail. Text **FDBK** to **59479**

Only standard text messaging rates apply

Reader Reviews

CRISIS CORE: FINAL FANTASY VII (PSP)

Excellent prequel to one of the greatest RPGs ever made.
by kannibal_kat

Having discovered the Final Fantasy series in the last few years, I have yet to be disappointed with any of them. The graphics only get better and visually stunning cut-scenes always tell a compelling story. Crisis Core for PSP was an adventure to say the least. The story is engaging, the battle system was easily mastered, the items were helpful, and the materia fusion ability is all-powerful! There's no question FFVII is one of the most beloved games of all time, and Crisis Core only adds to it. No Final Fantasy fan will be disappointed—I know I wasn't.

Fun Factor: 5.00

THE LEGEND OF ZELDA: TWILIGHT PRINCESS (Wii)

No surprises here, just Zelda perfection.
by Unstoppable19

For anyone who just bought a Wii, Zelda: Twilight Princess is a must-buy gamer game. Nintendo has outdone themselves again with another thrilling adventure in the chronicles of Link. Though it's rated Teen, the game is suitable for any age... just be ready for mind-boggling puzzles and clever enemies.

Fun Factor: 5.00

WRITE TO US:

Got a question or comment? Write to us with your name and town **via e-mail: letters@gamepro.com** or **GamePro, Head2Head, 501 2nd St., Ste. 114, San Francisco, CA 94107** (Be sure to tell us your city and state, too.) The best letters will be rewarded with publishing bragging rights in future issues of *GamePro*.

CONNECT ONLINE:

Go online, follow your favorite games and systems, and sound off on breaking stories.

GamePro.com
Breaking, extensive, and media-rich coverage of the biggest and freshest games. Check out the forums, too—they're the Internet's best-kept secret!

Games.net
Aggregate gaming hub for reviews, original features, and up-to-the-second blog posts.

SlobsOfGaming.com
Full of unhealthily obsessive features, gaming culture, and over-enthusiastic gaming detritus.

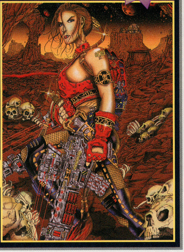
GameGirl.com
Girls play video games, too! One of the hottest sites in the GamePro.com network.

OMGHalo.com
24/7 coverage of all things Halo. All hail Master Chief!

ART ATTACK!

This month's winner receives
Dance Dance Revolution Universe

PICK of the Month!



Zachariah Z. Beck
of Austin, Texas

Send us your art!

GamePro magazine • Art Attack
501 Second Street, Suite 114
San Francisco, CA 94107-1431
artattack@gamepro.com

All art becomes the property of *GamePro* magazine. Sorry, we cannot return artwork. We will accept color photocopies or digital scans.

Help BATMAN Contest

Visit gamepro.com/legobatman for this month's all-new prize!

LEGO BATMAN THE VIDEOGAME

Find all the hidden Penguins in GamePro
gamepro.com/LEGOBatman

No purchase necessary. Enter online at www.gamepro.com/LEGO Batman and follow the instructions. Please complete all information required on the entry form. If you are entering online and are under 13 years of age, you will be asked for a parent or legal guardian's email address so that we can let them know you are entering this sweepstakes. Limit one online entry per person. No other forms of entry will be accepted. Normal Internet access and usage charges imposed by your online service will apply. Sweepstakes open to legal U.S. residents only (excluding Puerto Rico). This offer is Void where prohibited, and is subject to all federal, state and local laws. Visit www.gamepro.com for complete Giveaway rules and Regulations.

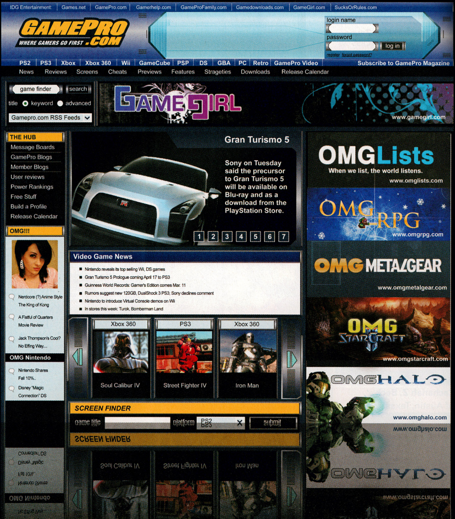
LEGO BATMAN: THE VIDEOGAME Software © 2008 TT Games Publishing Ltd. LEGO, the LEGO logo and the Minifigure are trademarks of the LEGO Group. © 2008 The LEGO Group. All other trademarks and copyrights are the property of their respective owners. All rights reserved.

BATMAN and all related characters and elements are trademarks of and © DC Comics.
WB SHIELD: ™ & © Warner Bros. Entertainment Inc.
(s08)

RATING PENDING RP CONTENT RATED BY ESRB
Visit www.esrb.org for rating information

# GAMEPRO.COM
WHERE GAMERS GO FIRST

Features • News • Previews • Reviews • Blogs


IDG Entertainment: | Games.net | GamePro.com | Gamerhelp.com | GameProFamily.com | Gamedownloads.com | GameGirl.com | SucksOrRules.com
GAMEPRO.COM WHERE GAMERS GO FIRST
login name
password
log in
register forgot password?
PS2 | PS3 | Xbox | Xbox 360 | Wii | GameCube | PSP | DS | GBA | PC | Retro | GamePro Video
Subscribe to GamePro Magazine
News Reviews Screens Cheats Previews Features Strageties Downloads Release Calendar
game finder
search
title
keyword
advanced
Gamepro.com RSS Feeds
GAMEGIRL
www.gamegirl.com
THE HUB
Message Boards
GamePro Blogs
Member Blogs
User reviews
Power Rankings
Free Stuff
Build a Profile
Release Calendar
OMG!!!
Gran Turismo 5
1 2 3 4 5 6 7
OMGLists
When we list, the world listens.
www.omglists.com
OMG RPG
www.omgrpg.com
OMG METALGEAR
www.omgmetalgear.com
OMG STARCRAFT
www.omgstarcraft.com
OMGHALO
www.omghalo.com
Xbox 360
PS3
Xbox 360
Soul Calibur IV
Street Fighter IV
Iron Man
SCREEN FINDER
game title
platform
PS2
submit

Sony on Tuesday said the precursor to Gran Turismo 5 will be available on Blu-ray and as a download from the PlayStation Store.

Nerdcore (?) Anime Style The King of Kong

A Fistful of Quarters Movie Review

Jack Thompson's Cool? No Effing Way....

OMG Nintendo

Nintendo Shares Fall 10%..

Disney "Magic Connection" DS

Video Game News

- Nintendo reveals its top selling Wii, DS games
- Gran Turismo 5 Prologue coming April 17 to PS3
- Guinness World Records: Gamer's Edition comes Mar. 11
- Rumors suggest new 120GB, DualShock 3 PS3; Sony declines comment
- Nintendo to introduce Virtual Console demos on Wii
- In stores this week: Turok, Bomberman Land

NEXT MONTH: FALL 2008 & BEYOND...

ON SALE AUGUST 12, 2008

INDEX OF ADVERTISERS

This index is provided as an additional service. The publisher does not assume liability for errors, omissions, or additions due to last-minute changes or other contingencies.

2KSports	TOPSPIN3THEGAME.COM	11
Bose	BOSE.COM/CMM	14
ESRB	ESRB.ORG	27
Family Video	FAMILYVIDEO.COM	40
Full Sail	FULLSAIL.COM	43
GameFly	GAMEFLY.COM/GAMEPRO	2-3
Headplay	HEADPLAY.COM	25
Intel	ABS.COM	23
Kohl's	KOHLS.COM	9
Microsoft	XBOX.COM	21
Namco	NARUTOHEROES2.NAMCOBANDAIGAMES.COM	19
OMG Halo	OMGHALO.COM	39
OMG Nintendo	OMGNINTENDO.COM	31
Sega	INCREDIBLEHULKTHEGAME.COM	C4
Sony	SONY.COM	C2-1, 13
Square Enix	NA.SQUARE-ENIX.COM/FF4	C3
Sucks or Rules	SUCKSORRULES.COM	35
U.S. Navy	NAVY.COM	33
University of Advanced Technology	UAT.EDU	83
Warner Brothers	GAMEPRO.COM/LEGOBATMAN	89

501 Second Street, Suite 114
San Francisco, CA 94107-1431
Tel: 415/243-4112 Fax: 415/974-7304

SUBSCRIPTION QUESTIONS
P.O. Box 37579
Boone, IA 50037-0579
800/678-9097
Or go to www.gamepro.com/customer_service

ADVERTISING ADVERTISING SALES INQUIRIES ONLY, PLEASE.

West Coast Office:	TEL: 415/243-4112 • FAX: 415/974-7304	
Jennifer Crist	REGIONAL SALES MANAGER, EAST COAST	jcrist@idg-entertainment.com
Melody Idilliler	SENIOR ACCOUNT EXECUTIVE, NORTHWEST	midilliler@idg-entertainment.com
Nathan Lindberg	SENIOR ACCOUNT EXECUTIVE, SOUTHWEST	nlindberg@idg-entertainment.com
Aaron Catrett	ACCOUNT EXECUTIVE, EAST COAST	acatrett@idg-entertainment.com
Andy Burt	SALES ASSOCIATE	aburt@idg-entertainment.com

BACK-ISSUE COPIES
http://www.gamepro.com/backissues

INTERNATIONAL DATA GROUP
Patrick J. McGovern, Chairman of the Board • **Bob Carrigan,** CEO, IDG Communications, Inc.

Volume 20, #8; August Issue; **GAMEPRO**® (ISSN 1042-8658) is published monthly for $24.95 per year by IDG Entertainment, 501 Second Street, Suite 114, San Francisco, CA 94107-1431; An IDG Company: The World's Leader In Information Services On Information Technology. Periodical postage paid at San Francisco, CA, and at additional mailing offices. **POSTMASTER:** Send address changes to GAMEPRO, P.O. Box 37578, Boone, IA 50037-0578. **Change of Address:** Please send old label and new address to GAMEPRO, P.O. Box 37578, Boone, IA 50037-0578. **Foreign and Canadian** orders must be prepaid in U.S. dollars on a U.S. bank and must include $12 for Canadian delivery or $25 for foreign air delivery. Canadian GST# 131 304 347. Agreement number 40612608 assigned by Canada Post. Return undeliverable Canadian addresses to Bleuchip Intl., P.O. Box 25542, London, ON N6C 6B2.

GAMEPRO
www.gamepro.com

Publisher	Bob Huseby
Executive Creative Director	George Jones
Managing Editor	Mike Weigand
Senior Editors	Sidney Shuman Chris Morell
Reviews Editor	Tae K. Kim
Previews Editor	Travis Moses
GamerHelp Editor	Patrick Shaw
Games.Net Editor	Dave Rudden
Video Producer	Chris Parisi
Associate Video Producer	Michelle Jones
Copy Editor	Chenda Ngak
Editorial Interns	Will Herring McKinley Noble Ryan Perez Ivy Yup
Art Director	George Hu
Designer	Andrew Yang
Associate Web Producer	Brandon Wells
Design Assistant	Sean Bledsoe
Design Intern	William Chu
Director, Production	Steve Spingola
Prepress Manager	Tamara Gargus
Director, Online Product Development	Craig Eastman
Lead Web Developer	Jason Klingstedt
Senior Web Developer	Justin Lewis
Web Developers	Sui Mak Arthur Orneck
Web Development Intern	Jimmy Ying

IDG ENTERTAINMENT

President and CEO	Daniel Orum
Sales and Administrative Assistant	Roxanne Warrick
Senior Vice Presidents	Bob Huseby George Jones
Vice President/Director of Marketing	Eric Patterson
Product Marketing Manager	William Boyer
Director, Business Development	Rob Giuffre
Manager, Advertising Operations	Mary Atchison
Advertising Operations Coordinator	Karla Cuadra
Specialist, Audience Development	Karim Baki
Marketing Interns	Lennisse Ambriz Daniel Easterday
Vice President, Human Resources	Kate Coldwell
Human Resources Representative	Ellen Malinowski
Founder, GamePro *magazine*	Patrick J. Ferrell

Entire contents copyright 2008 by IDG Entertainment. All rights reserved. Reproduction in whole or part without prior written permission by the publisher is prohibited. All submissions, including, but not limited to, artwork, text, photographs, and videotapes, become the property of the publisher. Submissions cannot be returned; senders should retain a copy. The GAMEPRO®, DVDPRO®, and NETPRO® names and logos are Registered Trademarks of International Data Group, Inc. Nintendo, Nintendo 64, Game Boy, Game Boy Color, Game Boy Advance, GameCube, Nintendo DS, Nintendo Wii, and the 3D "N" logo are Registered Trademarks or Trademarks of Nintendo of America, Inc. PlayStation, PlayStation 2, PlayStation 3, PS one, PSP, and the PlayStation logo are Registered Trademarks of Sony Computer Entertainment Inc. Microsoft, the Microsoft Game Studios logo, Xbox, Xbox 360, Xbox Live, the Xbox logos, the Xbox 360 logos, and the Xbox Live logo are Registered Trademarks or Trademarks of Microsoft Corporation in the United States and/or other countries, and are used under license from Microsoft. Nokia and N-Gage are Trademarks or Registered Trademarks of Nokia Corporation. Sega, Dreamcast, and the Dreamcast logo are either Registered Trademarks or Trademarks of Sega Enterprises, Ltd. All other trademarks are the property of their respective owners. All products and the characters contained therein are owned by the respective trademark and copyright owners. GamePro does not claim any copyright in the screen shots herein. Copyright in all screen shots contained within this publication are owned by their respective companies. All materials listed in this guide are subject to change, and the publisher assumes no responsibility for such changes. Printed in the U.S.A. For subscription problems only, please write: P.O. Box 37578, Boone, IA 50037-0578, or call: 800/678-9097.

A GODLY HACK-N-SLASH GAME.

TOO HUMAN

XBOX 360

A role-playing action game with a futuristic twist on Nirdic lore, Too Human places a tight focus on epic armor sets and legendary weapons. The graphics are crisp, the combat is fresh, and the storyline holds promise. As Baldur, the son of Odin, you must fight to save mankind from an onslaught of advanced machines hell-bent on sucking humanity dry.

Bid Farewell to Your Bloodstained Past.

FINAL FANTASY IV

NEW CG
NEW ABILITIES
FULLY REMADE IN 3D

JULY 22, 2008

EVERYONE 10+
E 10+
CONTENT RATED BY ESRB
Alcohol Reference
Fantasy Violence
Mild Language
Suggestive Themes

http://na.square-enix.com/ff4

SQUARE ENIX.
NINTENDO DS™

©1991, 2007, 2008 SQUARE ENIX CO., LTD. All Rights Reserved. FINAL FANTASY, SQUARE ENIX, and the SQUARE ENIX logo are registered trademarks or trademarks of Square Enix Co., Ltd. Nintendo DS is a trademark of Nintendo.

FIND YOUR INNER HERO AND UNLEASH INCREDIBLE FURY.
DEMOLISH ANYTHING IN THE OPEN WORLD AND USE IT AS A WEAPON.
NYC
UNLEASH THE HULK'S RAGE TO UNLOCK POWERFUL MOVES.
THE INCREDIBLE HULK™

WWW.INCREDIBLEHULKTHEGAME.COM

JUNE 2008

PC DVD-ROM SOFTWARE XBOX 360® LIVE Wii™ NINTENDO DS™

TEEN
T
Mild Blood
Mild Language
Violence
ESRB CONTENT RATING www.esrb.org

AVAILABLE ON PLAYSTATION®3 AND PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEMS.

© SEGA. All rights reserved. SEGA is registered in the U.S. Patent and Trademark Office. SEGA and the SEGA logo are either registered trademarks or trademarks of SEGA Corporation. The Incredible Hulk, the Movie © 2008 MVL Film Finance LLC. Marvel, The Incredible Hulk, all character names and their distinctive likenesses: TM & © 2008 Marvel Entertainment, Inc. and its subsidiaries. All Rights Reserved. "PlayStation", "PLAYSTATION" and "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox, Xbox 360, Xbox LIVE, and the Xbox logos are trademarks of the Microsoft group of companies and are under license from Microsoft. Wii and Nintendo DS are trademarks of Nintendo. © 2006 Nintendo. The ratings icon is a registered trademark of the Entertainment Software Association.

AMAZE ENTERTAINMENT EDGE OF REALITY MARVEL SEGA®